RESIDENT EVIL 0: WE PLAY THE LATEST GC SHOCKER!

computer and video games

SEE ME BEING SHOT TO MOULDY PIECES STARTING ON PAGE 46! BURP.

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GTA VICE CITY
TONY HAWK'S 4
DEVIL MAY CRY 2
MARIO SUNSHINE
TIMESPLITTERS 2

30 NEW GAMES REVIEWED

FIRST REVIEW

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IN THIS ISSUE

WWE SMACKDOWN! SHUT YOUR MOUTH

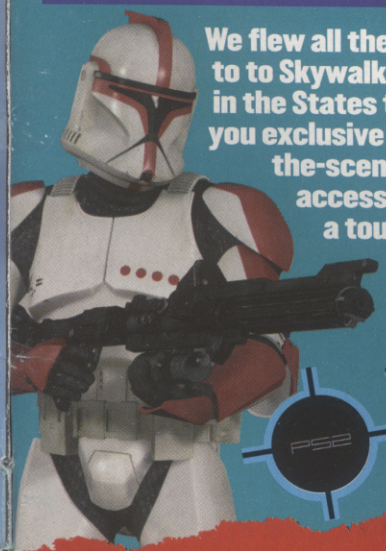
ONLY IN CVG!

Exclusive review of PlayStation 2's greatest wrestling game PLUS ultimate lowdown on RAW and X8 Wrestlemania

p.20

CLONE WARS

We flew all the way to to Skywalker Ranch in the States to bring you exclusive behind-the-scenes access! It's a tough job...



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TIMESPLITTERS 2

Two games scored a perfect 10 this month. This is one of 'em!

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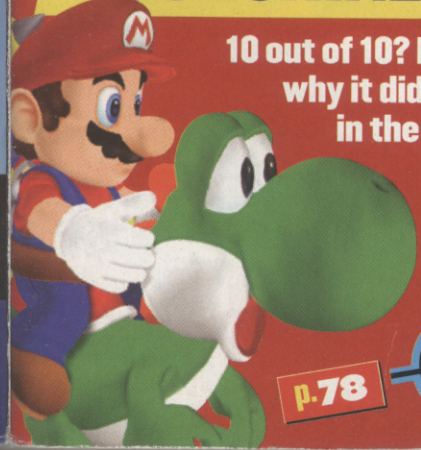
SUPER MARIO SUNSHINE

10 out of 10? Find out why it did so well in the only UK review you need



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STAR WARS BOUNTY HUNTER

Jango Fett goes a-killin' in Coruscant, and takes CVG along for the ride

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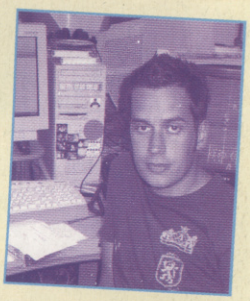
CVG GETS IT FIRST EVERY TIME



What do SmackDown!, Star Wars and Indiana Jones have in common? Apart from all being blockbuster games, the only place you'll find them is in this month's CVG. Japanese developer Yukes made a version of PS2 grappler SmackDown! Shut Your Mouth especially for CVG, so we could bring you the world-exclusive review.

Lee was flown to Skywalker Ranch in the US to bring you behind-the-scenes access to both Clone Wars and Bounty Hunter, and while he was there he had a sneaky peek at the new Indy game – check out page 7.

And while CVG continues to shake the games world with massive exclusives, other big things are happening. There's the Xbox and PS2 price cuts for starters, meaning now is the perfect time to splash out if you haven't already.

CVG will also be one of the first mags in the world to test out Xbox Live, the Xbox's revolutionary online service that starts next year. We're hooking up with gamers around the world in the next few weeks to tell you what we think .

Until then, enjoy the CVG exclusives – you just can't find them anywhere else.

Editor

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NOV. 2002

TONY HAWK'S PRO SKATER 4

MORE TRICKS! MORE LEVELS! MORE CHALLENGES!

Find out how the mad Hawkster has rewritten the rulebook of extreme sports games – yet again

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DEVIL MAY CRY 2

INTERVIEW AND ALL-NEW SHOTS!

Dante returns to slay more hellspawn, and this time the game's twice the size – in every which way you can imagine!

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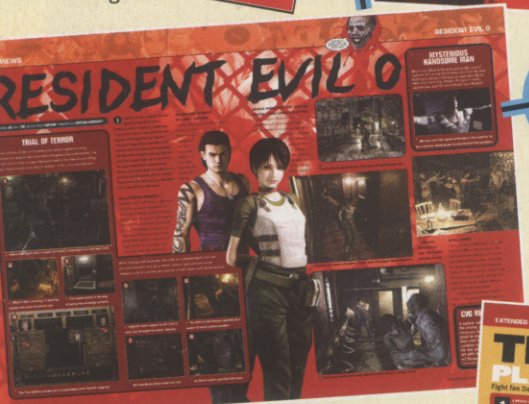
RESIDENT EVIL 0



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WE'VE PLAYED IT FIRST!

Scary-as-hell horror prequel that's looking better than Holly Valance in her undies

EXTENDED PLAY

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TEKKEN 4 champ shows off the moves to make your win

Expert dino-crushing in **TUROK EVOLUTION**

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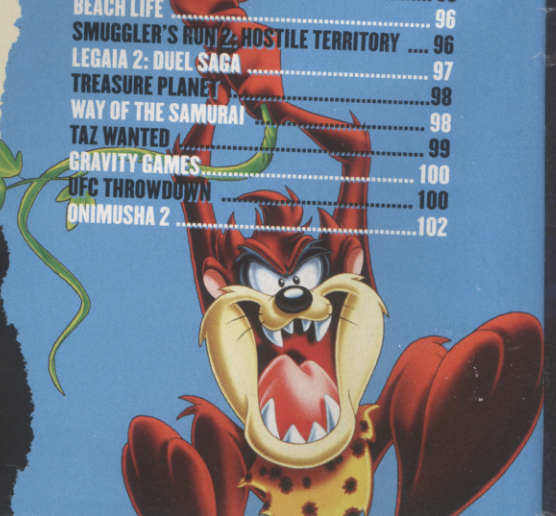

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PLANET CVG

THE HOTTEST GAMES & GOSSIP FROM ARO E GLOBE

LARA: BUSTED!

CRAFTY CROFTY DOES A RUNNER!

Kurtis Trent, also playable, has an exotic range of weaponry

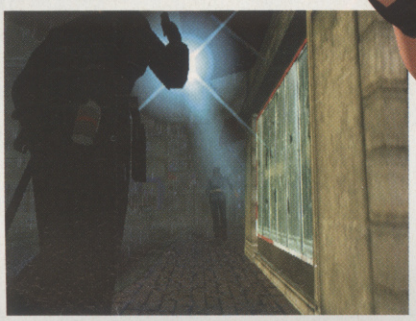
It's looking tight for Lara, and we don't mean the T-shirt. We can reveal that the buxom star of Tomb Raider: The Angel Of Darkness starts her new quest as a murder suspect!

Here are the first screens from the opening stages of the game, in which Lara avoids the attention of the Gendarmes in Paris.

Lara's mentor Werner Von Croy says he has work for her – something to do with some 14th-century art called the Obscura Paintings. But when Lara arrives at his Paris apartment she finds Von Croy dead, and the police already on their way.

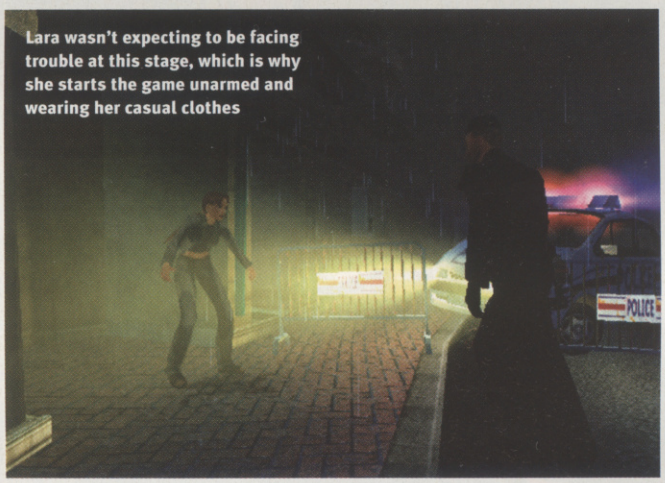
This Paris stage is the first time Lara uses stealth and inquisition to survive, questioning people for clues as she protects her identity. We can also reveal the new playable character in the game, Kurtis Trent, who Lara eventually meets in Prague.

Everything is still on track for a November release of TRAOD on PS2 and PC. We'll have an in-depth look at the game next issue. Don't miss it!



Lara legs it away from the reach of this Gendarme's torchlight. If she's caught, she'll wind up behind bars, and that means Game Over

The Angel Of Darkness starts in the streets of Paris then moves on to locations beneath the famous Louvre museum. From there Lara goes to Prague, where she meets Kurtis



Lara wasn't expecting to be facing trouble at this stage, which is why she starts the game unarmed and wearing her casual clothes

TWO NEW FINAL FANTASY GAMES PLANNED FOR NINTENDO

FRIENDS AGAIN!

There's been great rejoicing in the Shires over the news that Squaresoft is bringing Final Fantasy back to Nintendo with two FF games planned for Ninty machines – the first since the old days of the NES.

Most excitingly, Final Fantasy Crystal Chronicles is the game planned for the GameCube. All we've seen is a movie, from which we've nicked these shots. It doesn't give a lot away, but you can see that battles will be held in real time and the graphics seem more Zelda-like than the recent FF look. Sketchy details, yes, but we'll keep you up to date on any developments.

Meanwhile, an FF game is also being developed for the GBA. Over a decade ago, Final Fantasy III was originally an NES game, so, as with other NES-to-GBA ports, it looks perfect for the handheld.

Hopefully this is the kind of standard we can expect from real-time battles in FF CC

Japanese text, awesome-looking visuals. Business as usual, then...

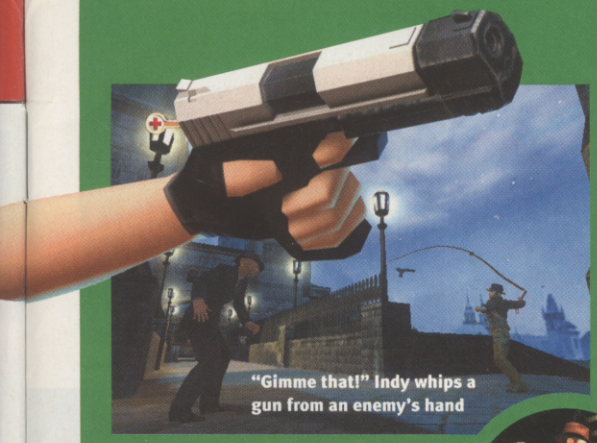
FIRST EXCLUSIVE PICS OF INDY'S ADVENTURE

EERIE INDIANA

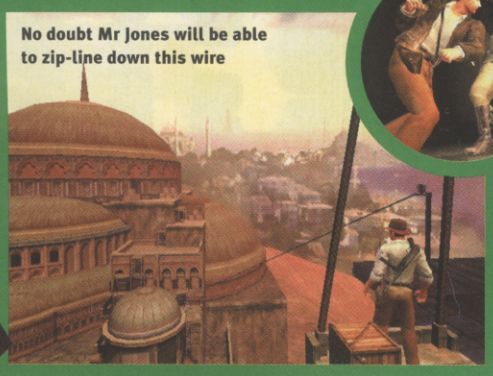
Indiana Jones: The Emperor's Tomb is looking like the edgiest and most sinister Indy game to date.

The story kicks off in 1935 with you embarking on a journey to China to prevent a mysterious and magical artefact from falling into the wrong hands. Things immediately turn sour as danger lurks around every corner. Evil Nazis with flame-throwers, 40-foot crocs, armies of vicious assassins and all sorts of other nutters want you dead.

Next gen Indy is expected to swing onto PS2, Xbox and PC at the beginning of the year. So till then, check into CVG every month for all the latest red-hot updates.



"Gimme that!" Indy whips a gun from an enemy's hand



No doubt Mr Jones will be able to zip-line down this wire

Gun fights and car chases!

What a view! Every stage looks stunning

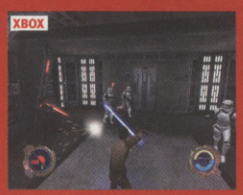
WORLD EXCLUSIVE!

SET TO BE EVEN BETTER THAN THE PC VERSION

A KNIGHT TO REMEMBER

The GameCube and Xbox versions of Jedi Knight II: Jedi Outcast are set to outshine their powerful PC predecessor with even more cool features.

There's now an amazing split-screen Jedi Arena option, which sees you battling against a buddy and up to 14 other AI bots in a set of manic multiplayer modes such as Duel and Jedi Master. And as well as a few other minor tweaks, allowing you, for example, to save at any time, an extra bonus singleplayer level called Mission at Alzoc III can be unlocked once the game is completed.



PRICE STOMP

Christmas is a time of peace and goodwill to all men — except not if you're Sony or Microsoft, which have slashed console prices for a festive face-off of epic proportions.

Both machines have dropped in price and now retail for virtually the same amount, with just a couple of quid separating them (see box for details).

Meanwhile, Nintendo is maintaining a dignified silence, keeping the price of its machine at £130 for Christmas – still below both Xbox and PS2 – and reminding buyers that games are key and that Super Mario Sunshine and Star Fox are both waiting in the wings.

So it looks as if Sony and Microsoft want to take each other out, and we don't mean to dinner. Both are being way bullish about the goods they have on offer.

"Look at the portfolio we've got," said Microsoft big nob Sandy Duncan. "Exciting new titles like Blinx, where you've got the fourth dimension with time, Brute Force and Splinter Cell. I'd be pretty worried if I was the other guy."

The "other guy" being Ray Maguire of Sony, who said: "With worldwide sales of PS2 at 33 million and UK sales at 2.5 million, SCE enjoys unparalleled developer support. This means we can offer consumers the largest choice of quality titles on any format."

THE PRICE CLASH SHOWDOWN OF THE CENTURY!

RETAILER	PS2	XBOX
Dixons	£159.97	£152.98
HMV	£169.99	£159.99
Argos (MGS2 bundle pack £179.99)	£169.99	£158.90
Amazon	£159.99	£152.99
Electronics Boutique (Tekken Tag/GT3 Platinum Pack)	£199.99	£224.99 (Enclave/ P risoner Of War pack)

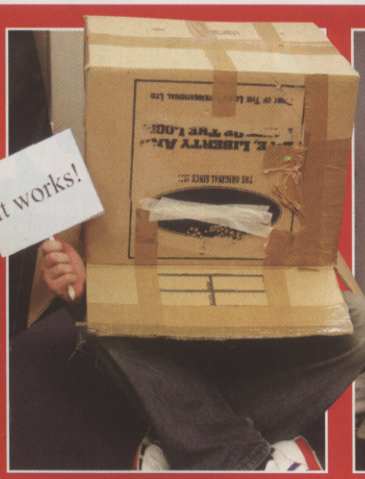
LET THERE BE LIGHT

We've been waiting yonks for the announcement of a backlit GBA from Nintendo, but still nothing. Not a peep.

However, if you're willing to send your GBA away to be tinkered with, you can have an Afterburner internal light kit installed for £44.99 at www.portablegamer.co.uk. Or if you're a gadget whiz, why not get the kit delivered for £35 and do it yourself?

Pretty damn expensive but it works brilliantly and is definitely worth the cash if you're a nocturnal GBA freak. CVG tested its modified machine in every dark place imaginable, and it never failed to impress.

Wow! Now our GBA's modified, we can play it in all our fave places



Mike only left his box once his battery supply ran out. His weight's now just 3st

Battery life is reduced to about ten hours with the Afterburner kit installed

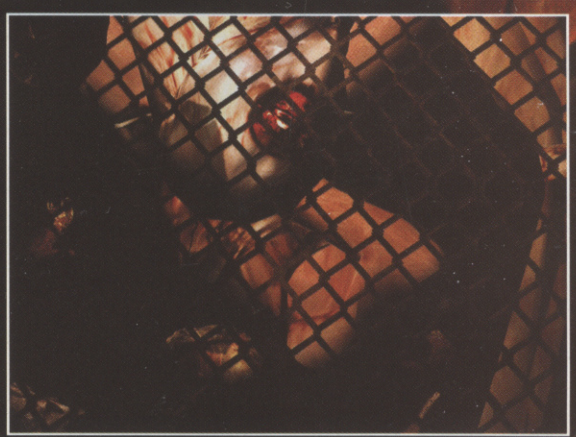
SILENT HILL

Can you stand a third trip to Silent Hill? Will your nerve-endings take the pressure? Or will they be jangling frantically, while you try to resist the urge to leave the room? Hmm, could be tough judging from these shots of Silent Hill 3, which show a level of blood-soaked detail way off the gore-o-meter. Cripes.

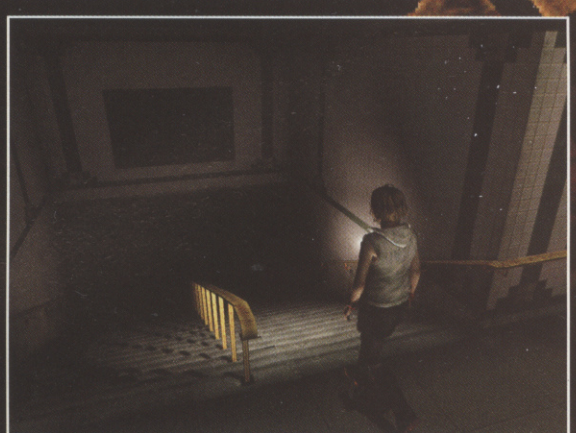
The story centres on a new character, Heather. A typical girly, she goes shopping, only to find the shops replaced by the hellish alternative world of Silent Hill – where the shadows are, like, REAL creepy, and where strange creatures seem to lurk in every dark corner. Ulp. Heather must use whatever weapons that come to hand to fend off the nasties as she works out how to get the hell out of the Hill... Which she wants to do quickly, believe us.

See if you can hack it when the game comes out next year.

Heather must use any weapon she can, even the odd drainpipe...

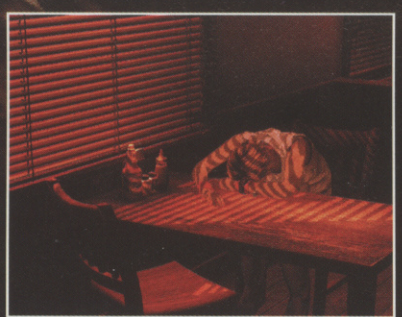


We don't quite know what's going on here, but it doesn't look good



Do you dare take a walk into the awaiting darkness?

Baths are something of a recurrent theme throughout the Silent Hill games

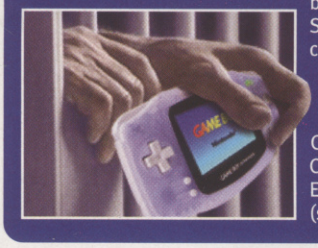


You're caught in a sinister world of monsters. Don't let it get you down, though, okay?

GREEKS BAN GAMES

If you're caught playing your Game Boy Advance on holiday in Greece you could now find yourself thrown into the slammer or on the receiving end of a £95,000 fine. For real!

No joke, the Greek government has banned interactive gambling, and has made no distinction between online gambling and videogames. The Greek police will arrest anyone caught playing any videogame in public, and two people have already been chucked behind bars for playing Counter-Strike. Outrageous! Especially coming from the country known as the 'birthplace of democracy'!



Send your thoughts on the matter to: Greeks Ban Games, CVG, Dennis Publishing, 30 Cleveland Street, London, W1T 4JD. Email: mailbag.cvg@dennis.co.uk (subject: Greeks Ban Games).

Portable NES

Don't waste hours modifying your NES into a portable gaming unit.

In Animal Crossing you'll be able to transfer the NES games you find in the GameCube version to your Game Boy Advance via the GC/GBA link cable. Including the likes of Donkey Kong, Clu Clu Land and others. Yes!

There is now an easier way to play NES games on the move. (Don't let the hairy arm pictured put you off.)

SILENT HILL 3 VS RESIDENT EVIL 0

SILENT HILL 3
FOR: PS2
ATMOSPHERE: Spooky, strange, a real tension-builder. This game wants to keep you on the edge of your seat.
LOOKS: Graphics have been amped up for this sequel. The feel is dark and moody.
CHARACTERS: Heather is a new addition to the Silent Hill series, and she's described as a 'gentle teenager'. How on earth will she cope with the horrors of the Hill, then?
WHAT WE SAY: "Silent Hill 3 looks likely to rule the PS2 survival horror roost."

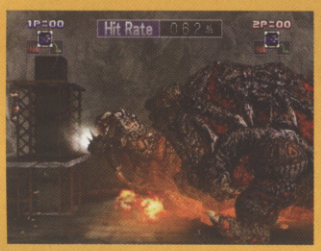
RESIDENT EVIL 0
FOR: GameCube
ATMOSPHERE: Edge-of-your-seat? More like seat-of-your-pants. This is horror but it's action-packed.
LOOKS: Glossier than Silent Hill 3. Like a big-budget Hollywood movie compared to Silent Hill 3's indie appearance.
CHARACTERS: Billy and Rebecca need to shoot their way out of trouble. Players will be able to zap between the two characters.
WHAT WE SAY: "All you GameCubers out there can look forward to some serious thrills coming your way!"

CONTRA: ON THE OFFENSIVE

EXCLUSIVE!

Start getting stupidly excited about Contra: Shattered Soldier on PS2. When CVG had an extensive hands-on play of Konami's manic blaster, we came out the other side feeling like we'd been hit by a juggernaut.

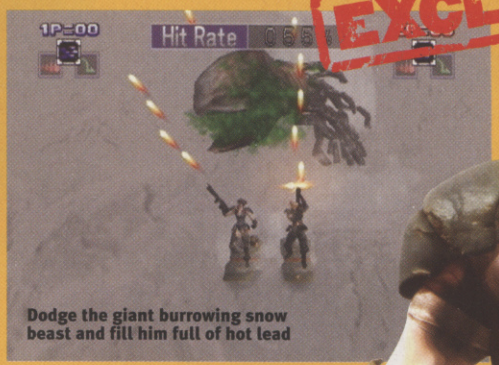
Gunning your way through thousands of meaty enemy machines and crazy creatures is so intense that your adrenalin levels will shoot through the roof. Here are the latest exclusive screens of what's coming later this year.



Beware the dreaded turtlehead! This boss is a real mean stinker

These nasty bugs will try to carry you away to your death. Charming

This spidery mechanical beast pummels you with guided missiles



Dodge the giant burrowing snow beast and fill him full of hot lead

The frantic two-player action is unlike anything yet seen on PS2

CVG CHARTS

All the charts you could possibly dream of reading

RELEASE DATES

GBA	AERO THE ACROBAT	SEPT TBC
PS2	SUMMONER 2	OCT TBC
PC	BATTLEFIELD 1942	SEPT 27
PC	BEAM BREAKERS	SEPT 27
PC/XBOX	MADDEN NFL 2003	SEPT 27
PC	SOCCER MANAGER	SEPT 27
PC	UNREAL TOURNAMENT 2003	SEPT 27
GBA	BLACK BELT CHALLENGE	SEPT 27
GBA	DRIVER 2 ADVANCE	SEPT 27
GBA	EGGO MANIA	SEPT 27
GBA/PS2/XBOX/GC	KELLY SLATER'S PRO SURFER	SEPT 27
GBA/PS2/XBOX	MAT HOFFMAN'S PRO BMX 2	SEPT 27
GBA	SMUGGLER'S RUN	SEPT 27
GBA	SOUND OF THUNDER	SEPT 27
GBA	WHO WANTS TO BE A MILLIONAIRE	SEPT 27
XBOX/PS2	BLADE II	SEPT 27
XBOX/PS2	GRAVITY GAMES	SEPT 27
XBOX	LOONS	SEPT 27
XBOX	MADDEN NFL 2003	SEPT 27
XBOX/PS2/GC	TIMESPLITTERS 2	OCT 10
XBOX	WWE RAW	SEPT 27
XBOX	STREET HOOPS	SEPT 27
PS2	EGGO MANIA	SEPT 27
PS2	NHL 2003	SEPT 27
PS2	THIS IS FOOTBALL 2003	SEPT 27
GC	TUROK EVOLUTION	SEPT 27
PC	PROJECT NOMADS	OCT 1
PC	CASINO EMPIRE	OCT 4
PC	THE SIMS DELUXE	OCT 4
PC	THE SIMS UNLEASHED	OCT 4
GBA	COLIN MCRAE 2	OCT 4
GBA	DISNEY'S LILO & STITCH	OCT 4
GBA	GEKIDO	OCT 4
GBA	MEDAL OF HONOR UNDERGROUND	OCT 4
GBA	MONSTER JAM MAXIMUM DESTRUCTION	OCT 4
GBA	MOTO RACER	OCT 4
GBA/PS2	THE SUM OF ALL FEARS	OCT 4
GBA	WORMS WORLD PARTY	OCT 4
XBOX/PS2	MYST III: EXILE	OCT 4
XBOX	QUANTUM REDSHIFT	OCT 4
XBOX	SILENT HILL 2	OCT 4
PS2	NINJA ASSAULT	OCT 4
PS2	ONIMUSHA 2	OCT 4
GC	EGGO MANIA	OCT 4
GC	CRASH BANDICOOT: THE WRATH OF CORTEX	OCT 4
GC	MX SUPERFLY	OCT 4
GC	SUPER MARIO SUNSHINE	OCT 4
GC	TAZ WANTED	OCT 4
PC	AIRLINES 2	OCT 11
PC/XBOX/PS2	HITMAN 2	OCT 11
PC	LINKS 2001 BUDGET	OCT 11
PC	LINKS 2003	OCT 11
PC	NHL 2003	OCT 11
GBA	YOSHI'S ISLAND	OCT 11
XBOX/PS2	COLIN MCRAE RALLY 3	OCT 11
XBOX/GC	SOCCER SLAM	OCT 11
PS2	TERMINATOR	OCT 11
GC	TETRIS WORLD	OCT 11
GBA/GC	WWE ROAD TO WRESTLEMANIA X8	OCT 18
XBOX/PS2	TAZ WANTED	OCT 18
XBOX	MORROWIND	OCT 18
PS2	BURNOUT 2	OCT 18
PS2	F1 2002	OCT 18
PC/XBOX/PS2/GC	NEED FOR SPEED: HOT PURSUIT 2	OCT 25
PC	ROLLERCOASTER TYCOON 2	OCT 25
PC	RAVEN SHIELD	OCT 25
XBOX	EGGO MANIA	OCT 25
XBOX	TERMINATOR	OCT 25
XBOX	UNREAL CHAMPIONSHIP EDITION	OCT 25
GC	NHL 2003	OCT 25
GC	TOP GUN – COMBAT ZONE	OCT 25
GBA	ROCKY	OCT 31
PC/PS2	FIFA 2003	NOV 1
PC	TOTAL IMMERSION RACING	NOV 1
GBA	ECKS VS. SEVER: BALLISTIC	NOV 1
GC	ETERNAL DARKNESS	NOV 1

Release dates subject to change

CVG'S MOST WANTED

1. GTA VICE CITY (PS2)
Pete: "Holy crapola. There go yet another two months of my life."

2. PRO EVOLUTION SOCCER 2 (PS2)
Paul: "This will convert even the most soccer-shy gamers among you."

3. TIMESPLITTERS 2 (PS2)
Mike: "Step onto the maddest killing fields on PlayStation 2."

4. TOMB RAIDER: ANGEL OF DARKNESS
Lee: "I've missed the instant death syndrome. Bring it back!"

5. METROID PRIME
Jimmy: "Can't wait to splat dem dere bugs."

"Step forth, let the killing begin"

READER'S MOST WANTED

Christoper Saint is champing at the bit to get his mitts on this bunch of beauties

1. RESIDENT EVIL 0 (GC)
"Pants-filling action all the way. Bring on the terror!"

2. LEGEND OF ZELDA (GC)
"Screw anyone who doesn't think this is going to be totally awesome."

3. DEVIL MAY CRY (PS2)
"More demon-slaying? Yes please!"

4. PRO EVOLUTION SOCCER 2 (PS2)
"It's gonna boot FIFA and every other football game into outer space."

5. STAR FOX ADVENTURES (PS2)
"This looks like Rare's best adventure so far."

Send CVG a photo of yourself and a list of the five games you're most excited about playing, plus ten words on each telling us why to:
Reader's Most Wanted, CVG, Dennis Publishing Ltd., 30 Cleveland Street, London, W1T 4JD.
Or email: mailbag.cvg@dennis.co.uk (subject: Reader's Most Wanted)

TOP FIVE GAMES TO MAKE A DOG HOWL

1. BLINX (XBOX)
This time-bending ginger pussy is so annoying, dogs not only howl when they see him, they yodel.

2. GITAROO MAN (PS2)
Hitting the kind of high notes that only a pup could hear. Play this and prepare to have every stray dog in the area scratching at your door.

3. TERMINATOR (PS2/XBOX)
Don't even utter the word. One mention sends shivers up most canine spines and triggers a werewolf-like howl.

4. ATTACK OF THE MUTANT PENGUINS (JAGUAR)
Such a historic piece of dog dirt that even mute dogs manage to muster a pained whimper when they see it.

5. FANTAVISION (PS2)
The sight of so many fireworks sends our four-legged friends cowering under the nearest table and moaning for mummy.

GAME MULTI-FORMAT TOP SELLERS

1	TOCA Race Driver	PS2
2	Grand Theft Auto III	PS2
3	Medal Of Honor: Frontline	PS2
4	Medieval: Total War	PC
5	Spider-Man	PS2, XB, GC, GBA
6	Virtua Fighter 4	PS2
7	The Weakest Link	PS2, PC, PS
8	Tony Hawk's 3	PS2, XB, PS, GBC
9	Gran Turismo 3	PS2
10	Crash Bandicoot: Cortex	PS2, XB

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An electro-bolt comes at you...

...but you step aside quick

A battle to the death ensues

And as always Good triumphs

Zone Of The Enders 2

SEQUEL TO PS2 CLASSIC: PLOT REVEALED!

ZONE OF ENDERS OR EASTENDERS?
The stars of ZOE2 promise to be as notoriously freakish as those of Walford

The original Zone Of The Enders was one of the PS2's first games and gave us a good idea of what to expect from Sony's machine.

But times have moved on, so Zone Of The Enders: The 2nd Runner really needs to up the stakes if it wants to compete.

And will it? Course it will! It's by the one and only Hideo Kojima, ferchrissakes, the man who brought us the Metal Gear Solid series, and provided they can make this longer than the previous game, and keep the fast, frantic, eye-popping action sequences intact, it should be a winner.

WHAT'S THE PLOT?

The year is 2174 and the evil BAHRAM organisation is attacking Mars and Earth, led by Commander Nohman. But Nohman hasn't counted on the resistance, which is where the player comes in. You have to seize control of the Jehuty Orbital Frame – the most powerful of its kind – and strike deep at the heart of Nohman's evil army. Sounds good to us.

BAT ATTACK

Feast your eyes on these first-look exclusive screens of Batman: Dark Tomorrow. It's swooping onto GameCube, PS2 and Xbox on November 11, so check in next month for a full preview.

EXCLUSIVE!

"It wasn't me! You can't prove anything!"

Uses an MGS-style map to get through the night

READER ISSUE WINNER GETS JIGGY WITH HIS XBOX

Congratulations to Elliott Linger, whom you voted best contributor to last month's excellent Readers Issue. Elliott bravely ventured back to the CVG offices to collect his prize, an Xbox pod and Xbox. We hope they will be very happy together.

HOT SHOTS

SIZZLING NUGGETS OF NEWS

EVOLUTION SNOWBOARDING

Konami's snowboarder looks good and moves at a lick. It's also packed with real-life riders, like 2002 Winter Olympics silver medallist Danny Klass. But perhaps the best thing is the series of missions that will appear in the game, making a change from the straight races and trick challenges.

REIGN OF FIRE

Based on the movie where dragons and humans are scrapping it out for the domination of Earth, ROF is out for GameCube on December 6. The game follows the plot of the film, but interestingly allows you to play as either humans or dragons. Sounds good, even if these screenshots are hardly setting our world alight...

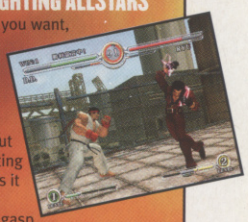
KNIGHT RIDER

Due out in October for PC and PS2, Knight Rider lets you take charge of KITT and use all the famous TV car's gadgetry to help fight crime. Hardly the most topical TV-game tie-in, but there you go.

SILENT SCOPE 3

Like the arcade game, except without a bloody great rifle clogging up your armpit. You become a SWAT team sniper and pick off terrorist targets, simultaneously protecting the innocents, and searching for a mystery babe who pops up to give you bonuses. Expect this to rock on PS2 like The Hives.

CAPCOM FIGHTING ALLSTARS



Torture us all you want, all you get is name rank and number. Sorry, but we don't know anything about Capcom Fighting Allstars, but is it too much to expect that – gasp – heroes from Capcom classic beat 'em ups will be pitted against each other?!

ISS 2

Proving that anything a big console can do, the GBA can too (albeit while looking a bit like an N64 game), comes this version of the all-time great footie sequel for the GBA.

Become A Pro Evo 2 Champion

EXCLUSIVE!

PLAY IT NOW AND WIN £9500 WORTH OF PRIZES

CVG has teamed up with GAME to organise the sporting event of the decade: The National Pro Evolution Soccer 2 Championship. And with £9500 worth of prizes up for grabs, there's never been a better reason for pitting yourself against the best of the best.

The event kicks off on September 30, and if you pre-order a copy of Pro Evolution Soccer 2 from any of the 400 GAME stores throughout the UK after this date (for a meagre £1.99 deposit), you'll be given a free demo of the game on the spot.

Plus, for the most in-depth look at Konami's upcoming masterpiece, make sure you check out CVG's ultimate PES2 Official Poster-Mag, FREE with this issue.

So what are you waiting for? Details on how to enter the tournament can be found on the flyer.

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TURN THE LIGHTS OUT AND PRETEND IT'S THE END OF THE MOVIE

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Dennis PPA

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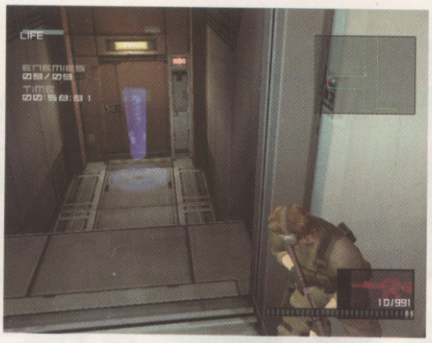
You get to play as Ninja – obviously he isn't as cool as CVG's own ninja, though. But then, no one is



These stylish and comfortable ear-muffs will protect even the most sensitive ears

GIMME MORE!

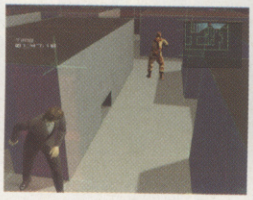
TONS OF METAL GEAR SUBSTANCE PICS

Whether the Xbox or PS2 floats your boat, you'll have a lot more Snake come next year.

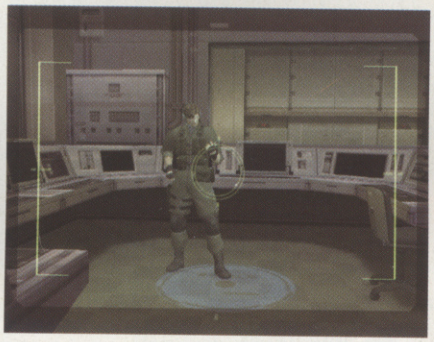
Metal Gear Solid 2: Substance is far more than an update of the Sons Of Liberty game. On Xbox, it'll be the first chance to play a Metal Gear game, so obviously you'll want this. But if you're a PS2 owner who already has MGS2, why would you need it?

Well, you can now play through the game as different characters, including Solid Snake. What's more, there are five Snake Tales to play through, where Snake is sent on a series of missions which stand alone from the rest of the plot. There are also over 200 new VR missions where characters are chucked into virtual reality environments for a series of difficult challenges like defeating giant guards and using huge target ranges.

So, what could have been a bit of a rip-off instead looks set to be a cool addition for PS2 owners and one tasty package for Xbox folks.

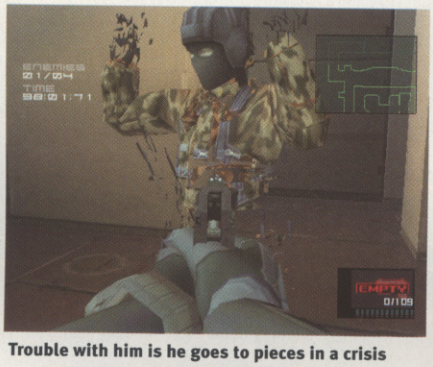


No, not dodgy graphics. This is one of the cool VR missions



It's time to practise your photography skills

Use this coolant to diffuse bombs. It's actually a whole lot faster than it looks.



Trouble with him is he goes to pieces in a crisis

You can even play through as our friend Snake in a snappy tuxedo! Just like Bond, except not

Use Snake to help complete some of over 200 VR missions

NEW GETAWAY INFO

You're Nicked!

If you're a fan of Grand Theft Auto or Driver... Or if you just like driving games... Or if you just like games where you get to play cops and robbers... then you're gonna love The Getaway.

Sony is putting a lot of effort (or 'cash') into The Getaway, and as you can see from these new shots, much of the labour has been directed towards getting the look and feel of the game just right.

London has been faithfully recreated, down to the correct positions of the shops, and characters look as lifelike as anything we've seen to date on the PS2. We'd say keep your eyes open for it, but something about the amount of effort Sony's putting into this one suggests that there'll be a big marketing push behind it come next year anyway...

It was just another normal day on the EastEnders set

Yeah baby! Go crazy with the midget conga

Fast cars *and* big guns – this game can't go wrong

Buying a beautiful car like a Merc in white is criminal and should be stopped – go, the police!

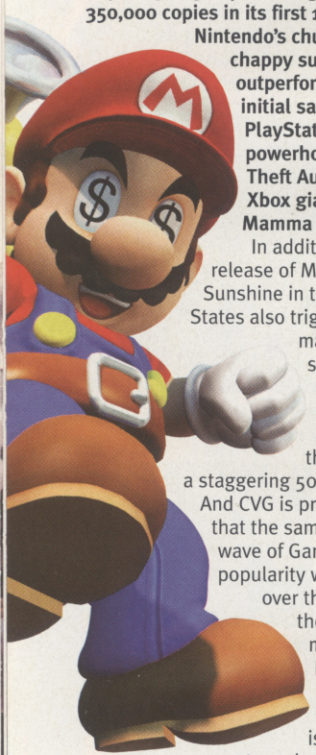
Cool wallpaper. It's like going round your nan's

The London streets are replicated brilliantly

NINTENDO

THEY'RE ATTACKING FROM ALL SIDES!

Can anyone stop Nintendo from taking over the universe? Not if Mario Sunshine's US sales are anything to go by. Shifting more than 350,000 copies in its first 10 days, Nintendo's chubby chappy succeeded in outperforming the initial sales of PlayStation 2 powerhouse Grand Theft Auto III, and Xbox giant, Halo. Mamma mia!



In addition, the release of Mario Sunshine in the United States also triggered a massive surge in GameCube sales, seeing them rise by a staggering 50 per cent. And CVG is predicting that the same tidal wave of GameCube popularity will wash over the UK in the coming months. If what's happening in America is anything to go by, it's a cert.

Nintendo's battle plan is simple. It's going to initiate a ruthless assault on the console world with an army of killer games. And with so many elite soldiers such as Zelda, Resident Evil 0 and Mario Kart gearing up for attack, PlayStation 2 and Xbox could be forced to go on the defensive.

LINK 'N' PORK

Zelda's cookin'! Tasty new screens of Link in action

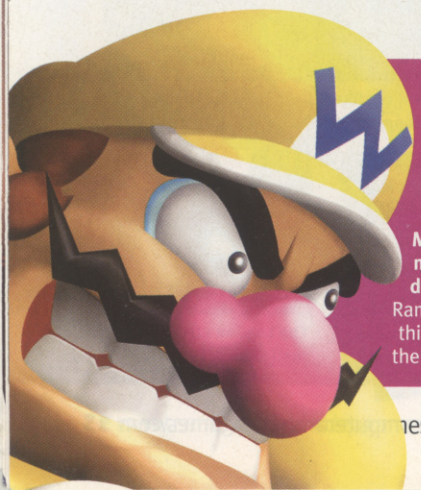
EXCLUSIVE!

CVG brings you even more exclusive new screens of Zelda to drool over. Just look at the little fella in full flow! Bet you can't wait to carry pigs, crawl stealthily through tall grass, and explore vast and beautifully rich environments. We can't.

Mario might be leading the assault in Nintendo's war on PlayStation 2 and Xbox, but Link is right behind him, menacingly brandishing his Deku Stick and screaming like a banshee as well. Which is just the kind of thing you want really.

WOW-RIO

Wario World bowls into the limelight



Mario's evil nemesis is set to charge into the mainstream with his awesome-looking GameCube debut. There's a new boy in town, and he's mean.

Rammed with mad platforming antics and original ideas, this insane adventure is sure to rival Mario Sunshine in the lunacy stakes. Check out all these fresh screens of Wario in action to see what we mean. And from what we've seen so far, Wario World on GC is yet more proof that Nintendo can't put a foot wrong when it comes to producing top-drawer titles.

INVASION!

FOXY LADY!

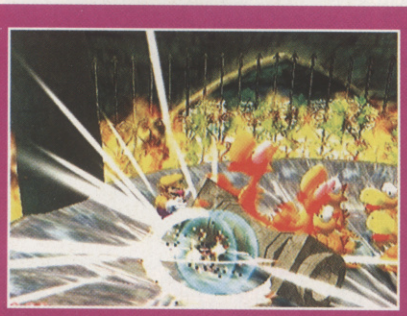
"You sure is mighty purty, Miss... hey, you're a fella!"

It's easy to see what all the fuss is about when it comes to Star Fox Adventures. These stunning pics show why anyone with a Cube is soiling their undergarments with excitement.

Star Fox's main rivals are Ratchet And Clank on PS2 and Blinx on Xbox. Stiff competition. It's going to be a bloody battle, but we know who our money's on.

CELEBRATE!

Mario Party 4 is shaping up to be a riot. These latest screens reveal a curious water-skiing mini-game and a mad fish tub dredging game-type thingy. Clear? Good.



THE BIG GUNS

Upcoming: Nintendo's killer titles prepare to invade

1. **SUPER MARIO SUNSHINE**
Utterly spellbinding! Pure videogame perfection! Heaven in a box! And so on
2. **LEGEND OF ZELDA**
Super-stylish update of this unrivalled saga
3. **MARIO KART**
The ultimate in addictive multiplayer racing
4. **METROID PRIME**
Could reinvent the wheel as far as the trusty old first-person shooter goes
5. **RES EVIL 4**
Will wee over all other survival horror games
6. **STAR FOX ADVENTURES**
Heavyweight action role-players don't come much bigger than this
7. **F-ZERO: MAXIMUM VELOCITY**
Will make the likes of Wipeout weep like a baby. Hey, you over there, shut it!
8. **WARIO WORLD**
We could have another Mario Sunshine on our hands, dare we say...
9. **SOUL CALIBUR 2**
Exclusive Nintendo characters for GC version
10. **ANIMAL CROSSING**
Start a new life in the cutest game of all time

METROID MANIA! All-New Pics

SARA COX BACKS GOLDEN JOYSTICKS

Radio One Breakfast Show babe Sara Cox is lending her pulling muscle to CVG's Golden Joysticks awards. The frankly jaw-droppingly gorgeous presenter will be promoting the awards during her show.

Radio One will also be presenting its own award at the swanky ceremony which takes place at London's Dorchester Hotel on October 25. Crazily-attired TV supermo Jonathan Ross will be hosting the awards, so all in all it should be a night to remember.

Sponsors of the awards also include Jungle.com, which is backing the Game Of The Year Award, Vivendi Universal Games for the Hardware Of The Year Award gong, and Electronic Arts, sponsor of the Retailer Of The Year Award.

An event you cannot afford to miss? You betcha!

GOLDEN JOYSTICK Awards 2002

VOTE NOW OR FOREVER HOLD YOUR PEACE!

Now's your chance to decide which awards Wossy will be handing out on the night – and win a chance to watch him do it!

Study the shortlist below and decide which you think are the worthy winners, then simply visit www.goldenjoystick.co.uk and submit your votes.

Everyone who votes will be entered into a prize draw where you have the chance to win FANTASTIC gaming prizes. You could also be one of FIVE lucky people picked to attend the awards.

So what are you waiting for? Get voting now!

vote online at: www.goldenjoystick.co.uk

THE SHORTLIST

PS2 GAME OF THE YEAR
- Final Fantasy X
- Grand Theft Auto III
- ICO
- Medal Of Honor: Frontline
- Metal Gear Solid 2: Sons Of Liberty
- Pro Evolution Soccer

PC GAME OF THE YEAR
- Grand Theft Auto III
- Medal Of Honor: Allied Assault
- Morrowind: The Elder Scrolls III
- Neverwinter Nights
- Star Wars Jedi Knight II: Jedi Outcast
- Warcraft III: Reign Of Chaos

XBOX GAME OF THE YEAR
- Championship Manager
- Dead Or Alive 3
- Halo
- Jet Set Radio Future
- Max Payne
- Project Gotham Racing

GAMECUBE GAME OF THE YEAR
- Luigi's Mansion
- Pikmin
- Resident Evil
- Star Wars Rogue Leader: Rogue Squadron II
- Super Monkey Ball
- Super Smash Bros Melee

HANDHELD GAME OF THE YEAR
- Advance Wars
- Golden Sun
- Doom Advance
- Mario Kart Advance: Super Circuit
- Sonic Advance
- Super Mario World: Mario Advance 2

ONLINE GAME OF THE YEAR
- Counterstrike
- Day Of Defeat
- Medal Of Honor: Allied Assault
- Phantasy Star Online v2
- Return To Castle Wolfenstein
- Warcraft III: Reign Of Chaos

HARDWARE OF THE YEAR
- Nintendo GameCube
- G-Force Titanium 4600
- Microsoft Xbox
- AMD Athlon XP Processor
- Pentium 4 Processor
- GameCube/GBA link cable

BRITISH DEVELOPER OF THE YEAR
- Codemasters
- EA Games
- Lionhead
- Rare
- Rockstar North (DMA Design)
- Sony

PUBLISHER OF THE YEAR
- Sony
- Konami
- Microsoft
- Activision/LucasArts
- EA Games
- Eidos Interactive

RETAILER OF THE YEAR
- Amazon.com
- GAME
- Gameplay.com
- Gamestation
- HMV
- Play.com
- Virgin Megastores

GAME INNOVATION OF THE YEAR
- Open-ended play in Grand Theft Auto III
- Style of ICO
- Bullet Time in Max Payne
- D-Day landing in Medal Of Honor: Allied Assault
- Mission creation tools in Neverwinter Nights
- Control system in Pikmin

MOST WANTED GAME FOR CHRISTMAS
- Grand Theft Auto: Vice City
- Super Mario Sunshine
- Unreal Tournament 2003
- Splinter Cell
- Metal Gear Solid 2: Substance
- Lord Of The Rings: The Fellowship Of The Ring
- WWE SmackDown! Shut Your Mouth

GAME OF THE YEAR
- Halo
- Shenmue II
- Final Fantasy X
- Grand Theft Auto III
- Medal Of Honor: Allied Assault
- Metal Gear Solid II: Sons Of Liberty
- Neverwinter Nights
- Super Monkey Ball
- Super Smash Bros Melee
- Warcraft III: Reign Of Chaos

Sponsored by: macrovision jungle.com EA GAMES UNIVERSAL INTERACTIVE

Wolfenstein Movie Revealed

WEST END CROONER TO LAND PLUM FILM ROLE?

Listen up, maggots! Columbia Pictures is adapting CVG favourite Return To Castle Wolfenstein for the silver screen.

And the writer of Hollywood's upcoming heavyweight action flick xXx has been drafted in to write the script. This is clearly awesome news.

However, there's a fly in the ointment. Rumours have been surfacing that cockney jungle cowboy Darren Day has landed the lead role as Army Ranger BJ Blazkowitz. Your mission is to prevent this from happening. And the only way to stop this casting catastrophe is by texting CVG with who you think should be the star of RTCW out of the candidates listed below.

To text your vote, type 'WOLF' followed by the letter corresponding to the actor (eg WOLF C).

- A. Russell Crowe
- B. Adam Sandler
- C. Vin Diesel
- D. Hugh Jackman
- E. George Clooney
- F. Ben Stiller
- G. Pierce Brosnan
- H. Tobey Maguire
- I. Nicolas Cage
- J. Arnold Schwarzenegger

Text your answers to 84004 (T-Mobile users text 85140)* and we'll contact Columbia Pictures with the name of the most-voted-for actor and demand that he stars in the movie. Remember, CVG holds a lot of weight in Hollywood, so your vote COUNTS. Help save what could be a killer movie from being a steaming pile of zombie droppings. The deadline for entries is October 23, so get texting now and we'll bring you the results of our talks with Columbia Pictures over the coming months.

*Texts cost no more than 50p

DVD BLOODBATH

Win a copy of Dog Soldiers and Road Kill on DVD and scare yourself to within an inch of your life. Both movies are available to rent from October 21, but CVG is giving you an exclusive opportunity to walk away with this gruesome twosome before they go on sale. Simply answer the following no-brainer:

When do werewolves transform?

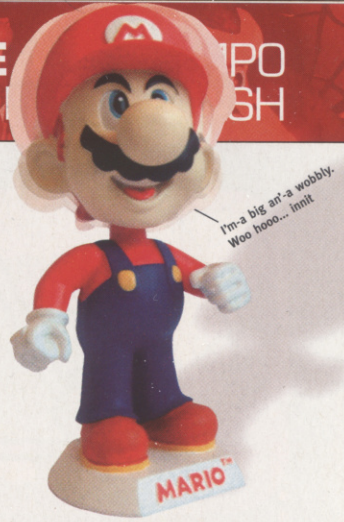
- A. On a full moon
- B. On bank holidays
- C. On a half moon
- D. On Halloween

Send your answers to: DVD Bloodbath, CVG, Dennis Publishing, 30 Cleveland Street, London, W1T 4JD (deadline for entries is October 23)

Note: You must be 15 or over to enter
Prizes courtesy of Twentieth Century Fox Home Entertainment

EXCLUSIVE!

WIN THESE DVDs



MARIO: Big Head Mode

Wow! A set of official Nintendo Bobbleheads is going on sale to accompany the launch of Super Mario Sunshine on October 4.

Mario, Luigi, Yoshi and Bowser will be available to buy for £9.99 each. We want 'em NOW!

NEWS FLASH

SEGA EXCLUSIVE TO ONE CONSOLE

Sega is said to be about to link itself solidly to one of the major console manufacturers, meaning that its titles could become exclusive to whichever machine it ties itself to. CVG has been tipped that Microsoft is most likely to become Sega's new bosom buddy. More details soon.

MICROSOFT TO BUY RARE?

Rumours are circulating that Rare may be bought by Microsoft. Could that mean that Xbox will see the likes of Perfect Dark and Star Fox exclusively on their console?

TWO NEW SONY STONKERS

Sony has unveiled Rise To Honor (a Jet Li-inspired fighting game), and a mad beat 'em up called Way Of The Monsters, for release in the US. However, a release date has not yet been set for either game in the UK. And blame Sony for the fact that we don't have any screens to show you, cos they wouldn't give us any.

GTA: VICE CITY GROOVES

Seven GTA: Vice City soundtrack albums are set for simultaneous release alongside the game's PS2 debut on October 29. Each album will contain tracks from one of the many '80s radio stations in the game. Get down on it!

O_2: PLAY ASTEROIDS ON THE GO

O_2 has launched a new range of commercial games for customers on its network, including classics such as Asteroids and Pong, alongside newer titles like Racing Fever and MIIB. Bring on the Pong!

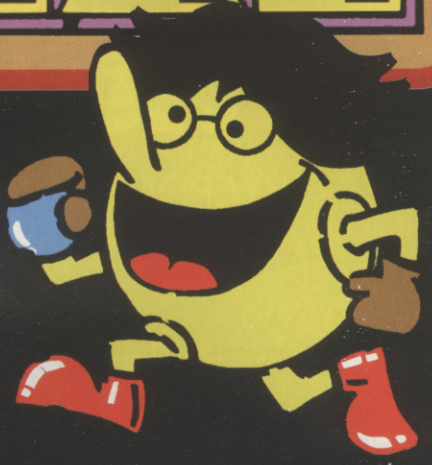
CACKMAN'S THOUGHT OF THE MONTH

Thank God they've re-released Manic Miner on GBA for £35! Cackman can't find the identical ZX Spectrum version he bought 19 years ago for £2 anywhere!

CACKMAN

The independent voice of the free gaming nation

EXTREME TAKEN TO EXTREMES



Extreme sports are there to give genuine individuals the opportunity to express themselves, doing stupid, dangerous and original stuff. Cackman wonders how this translated to the videogame domain as 'let's all make the same game again and again.' Somebody somewhere has made a mistake.

You've got more chance of emitting the Mona Lisa from your backside than finding anything original in the blur of AggressiveHawkHoffman MirraPalmerMurraySlater out there on the shop shelves. Letters in the sky? Points challenges? Almost as surprising as the sun coming up this morning.

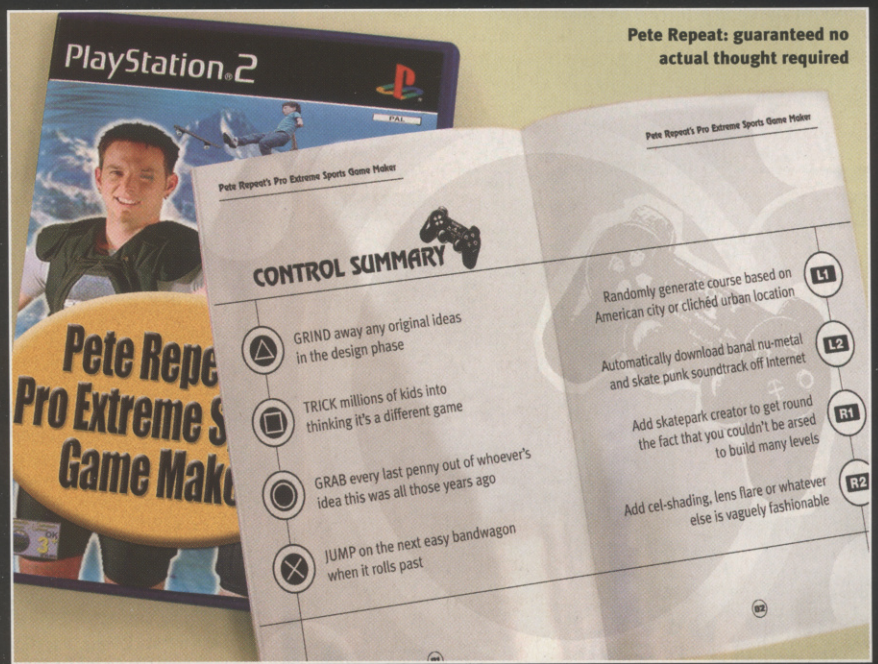
And what the hell is Wakeboarding? A guy on a board being pulled by a boat. Incredible. I can die happy now that game's been made. Actually, I gave someone a backie on my BMX once. Sign me up for Cackman's Pro Backie Giver. The Yanks will lap it up like it was burger-flavoured cola.

If you think it's ever going to end, think again. Activision has just signed up Tony Hawk for another 13 years. Which means Tony Hawk's Pro Skater 17 will be with us in November 2015. Starring a 47-year-old skater, who'd already given up competing before the contract was signed. Cackman bets Tony could hardly sign the contract for pissing himself laughing.

Still, at least they'll have to change some of the moves. Triangle to moan about recurring back pains, Square to buy a cardigan and repeated tapping of X to gobble Viagra tablets. The special move could be a full-on mid-life crisis, where you buy a nob old sports car and start wearing shellsuits. Tony Hawk's Pro Zimmer Shuffle has a nice ring to it, though.

Simpson's Skateboarding deserves an extra-special mention. Tony Hawk is to blame for all of this, but at least his games have been playable. Had Tony known as a young man that he'd be paving the way for *this*, though, he'd probably rather have signed up to 'milk' male cows in the artificial insemination industry than skate for a living.

Stop buying this stuff, kids. If you must waste your money on artlessly tedious and derivative crap, buy the new Oasis album. ■



Pete Repeat: guaranteed no actual thought required

LET THERE BE LIGHT!

By now, the stark realisation that Game Boy Advance is basically a black hole with a Dpad will have hit home. If only you could fit a tiny light inside, instantly converting GBA to the mint little handheld SNES it was always meant to be.

Luckily, such a thing exists. It's called the Afterburner, but it's near impossible to fit unless you're one of those robots that works in a computer factory. Portable Gamer did Cackman's, and the results are nothing short of miraculous. Light so bright you can play your GBA in the dark! Truly, this is the best thing to happen in Cackman's life in years. It costs £45, but it'll change your life. Check out www.portablegamer.co.uk.

WRITE TO CACKMAN

You lot must have ideas. Questions. Theories. Write to Cackman at the usual address, and the best one will win an awesome prize! Senders of anything Cackman considers to be crap will be subjected to GBH in text form on this very page. Come on! You want to be famous, don't you? What else have you got to live for in your stupid little lives?

Cackman's opinions aren't necessarily those of CVG

ENTER KONAMI'S NATIONAL PRO EVOLUTION SOCCER 2 TOURNAMENT

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HOW TO ENTER

The qualifying stage of the Championship begins on September 30 and ends on October 13. During this time a special Pro Evolution Soccer 2 demo will be running in the 50 branches of GAME listed here.

To enter the Championship, visit one of the stores during the two weeks, pick up an entry form and play the five minute England Vs Brazil demo. If you win the match, a unique code will appear on screen. Write this code and your score, along with your name and contact details, on the form and pop it into the store's special entry box.

Then sit back and wait to find out if you're one of the 128 players chosen to progress to the next stage. Qualifiers will be contacted before October 21.

Barnstaple	40 High Street
Bedford	27-29 Midland Road
Birmingham	Unit 52, The Pallasades
Blackburn	10-12 Market Way Centre
Bluewater	Unit U023, Upper Rose Gallery
Bolton	2-4 Newport Street
Bournemouth	Unit 4 Avenue Centre
Bristol	30-32 Merchant Street
Bury	96 Millgate Centre
Cambridge	10-11 Lion Yard Centre
Canterbury	14 High Street
Chatham	48 Pentagon Centre
Chester	46 Forgate Street
Colchester	87 Culver Street
Dundee	51 Murraygate Centre, Commercial Rd
Edgware	Unit 22, The Broadwalk
Enfield	37 Palace Gardens
Exeter	63 High Street
Fareham	22 Westbury Square
Gateshead	3 Russel Way, Metrocentre
Glasgow	123 Buchanan Street
Guildford	130 High Street
Hemel Hempstead	Unit 12, The Marlowes Cntr
High Wycombe	Unit F1 Octagon Centre
Leeds	14 King Charles Walk, Scofield Centre Gallery
Liverpool	Unit 33, Clayton Square
Luton	142-144 Andale Centre
Manchester	35 Peel Av. Trafford Cntr
Middlesbrough	71-73 Linthorpe Road
Northampton	17 Abingdon Street
Nottingham	5-9 Listergate
Nuneaton	7-9 Queens Road
Oxford Street	100 Oxford Street
Peterborough	Unit 13, Queensgate Centre
Plymouth	81-83 New George St
Reading	42 Oracle Centre
Stoke On Trent	214-215 The Potteries
Sunderland	251 High Street
Sheffield	52 High Street, Meadowhall
Southampton	Unit SU8, West Quay Cntr
Truro	4/6 Pyder Street
Watford	The Harlequins Centre
West Bromich	61Sandwell Centre
Weymouth	Unit 5, Bond Street Centre
Wigan	27 Standish Gate
Wimbledon	1The Broadway
Winchester	106a High Street
Woking	Unit 10, The Peacocks
Wolverhampton	55 Dudley Street
Yeovil	13-15 Quedam Centre

PRE-ORDER NOW!

Want to get in some serious training before the closing date? Well, pre-order a copy of Pro Evolution Soccer 2 from any GAME store from September 30, pay £1.99*, and you'll be given your own limited-edition demo to take away! 'You can pre-order the game and obtain the demo at any GAME store across the UK and EIRE, subject to availability'

£1.99 redeemable upon purchase of full product

NOMINATIONS STAGE

- For information on how to find GAME stores go to www.game.uk.com/storesearch.asp
- For the latest news on the tournament visit www.pes-fan.com
- Details subject to change. See entry form for rules. Terms and conditions apply.
- Competition entry is not open to employees of GAME STORES GROUP LTD, or any of its subsidiaries
- Restrictions for entry: Entries cannot take place on Saturdays or lunchtimes. Entry at all other times is down to the store manager's discretion

PlayStation.2

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CHAMPIONSHIP STARTS SEPTEMBER 30TH

BODY SLAMMIN' BLOWOUT

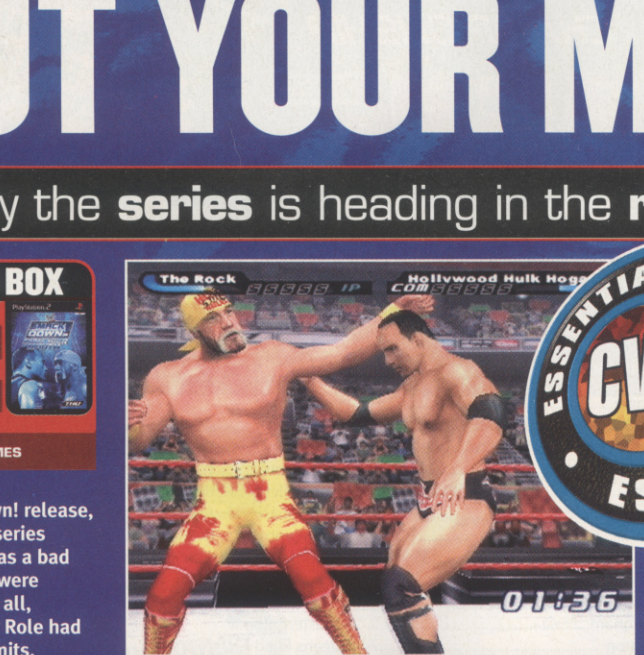
WWE SmackDown! Shut Your Mouth p20
WWE Raw p26
WWE Wrestlemania X8 ..... p27

WWE SMACKDOWN! SHUT YOUR MOUTH

Finally the **series** is heading in the **right direction**

GAME INFO BOX

NUMBER OF PLAYERS: **1-6**
COST: **£39.99**
PUBLISHER: **THQ**
OUT: **NOV. 15**
DEVELOPER: **YUKES**
URL: **WWW.THQ.COM/GAMES**



Here we recreate the famous Icon versus Icon clash

A six-man Armageddon Hell in a Cell match gets underway

Last year's SmackDown! release, Just Bring It, let the series down. It's not that it was a bad game, just that WWE fans were expecting a lot more. After all, SmackDown! 2: Know Your Role had pushed the PSone to its limits.

The step-up to the PS2 seemed an anti-climax in comparison. Gone was the revolutionary Season mode, the wrestlers didn't look much better than they did in their PSone days and the roster of superstars was seriously out-dated, ignoring the dramatic influx of talent that happened during the Invasion storyline. One year on, THQ and Yukes have got their licence back in order, big time.

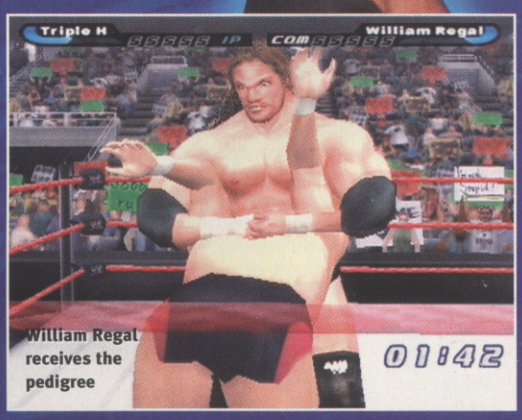
HELLACIOUS

The list of improvements is staggering. From taking the padding off the top turnbuckles to stealing The Undertaker's bike, nearly everything you could want in a wrestling game has been included. Most importantly, there are more than 60 playable characters, a full Season mode and superstars that look almost real. Add JR and Jerry "The King" Lawler on commentary duty and immediately the main criticisms levelled at last years' game have been addressed.

While the roster of wrestlers included this time out isn't completely up to date (due to development time, it never can be), it is pretty exhaustive. Major new additions include Brock Lesnar, Rob Van Dam, Hulk Hogan, Booker T and Stacy Keibler. Nor have our old favourites from the WWE been ignored. Each superstar is given their current ring attire, new animations, entrance videos and whatever new moves or finishers they may have picked up in the last year.

IT'S STORY TIME

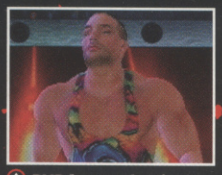
The best part of this newly expanded line-up of wrestlers is unveiled when you begin the Season mode, following the 'brand extension'



William Regal receives the pedigree

WHO ARE YA?

The WWE has seen a lot of changes in the last year-and-a-half, including, of course, its name. The biggest overhaul in the industry took place in the spring of 2001 when Shane McMahon dramatically appeared on WCW Nitro, purchasing the WCW from beneath his father's nose. Add the bankruptcy of ECW and the WWE signing its hardcore talent, and soon the WWE resembled a dream team of wrestlers that was made a reality. Last year's SmackDown! should have capitalised on this Invasion, but the roster of included wrestlers made it seem that the most audacious storyline in the history of wrestling never happened. Fear not, though: one year on and Shut Your Mouth adds all the major new players. Just look at who's new this time around.



RVD has cool unique moves and animations

Booker T forms a weird tag-team with Goldust

Lance Storm, one of the Non-American stable

Randy Orton is a bit of a weird inclusion...

Jazz: major competitor among the women

Stacy Keibler has legs and uses them

Torrie Wilson proudly displays her talents

The legend of Hulk. But why the feathers?!

The one-time Mr Ass, now better known as Billy

Chuck, Billy's other half – great couple

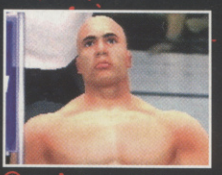
Shawn Stasiak really does look this weird

The mock superhero that is Hurricane

The pint-sized Billy Kidman shows up

HBK himself, show-stopper Shawn Michaels

The bizarre Goldust – an incredible likeness



Tough Enough winner, Maven. Avoid his stare

The Next Big Thing, beefcake Brock Lesnar

Wooooo! Nature Boy Ric Flair – what a coat!

Altogether now: "It's me, it's me, it's DDP!"

Billy and Chuck's stylist: the unique Rico

The screen loses colour when the NWO arrive

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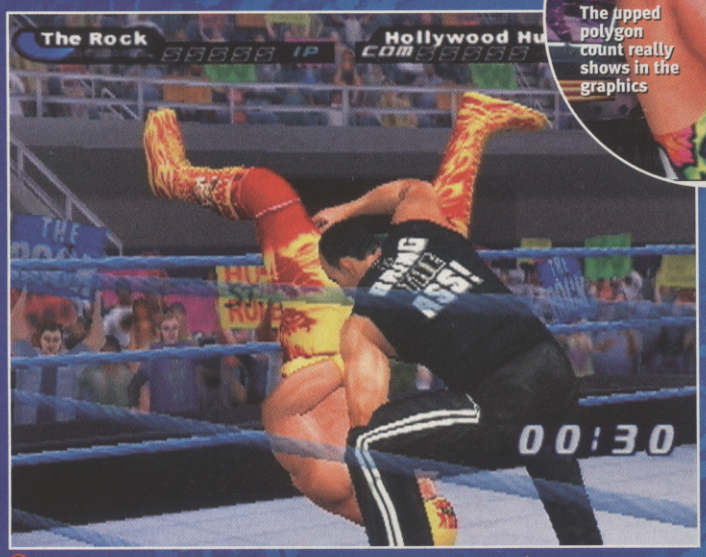
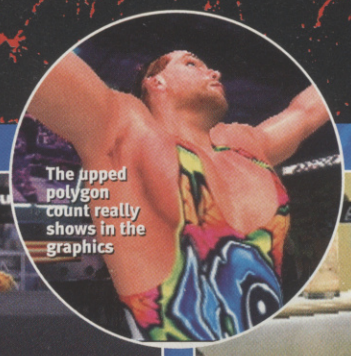
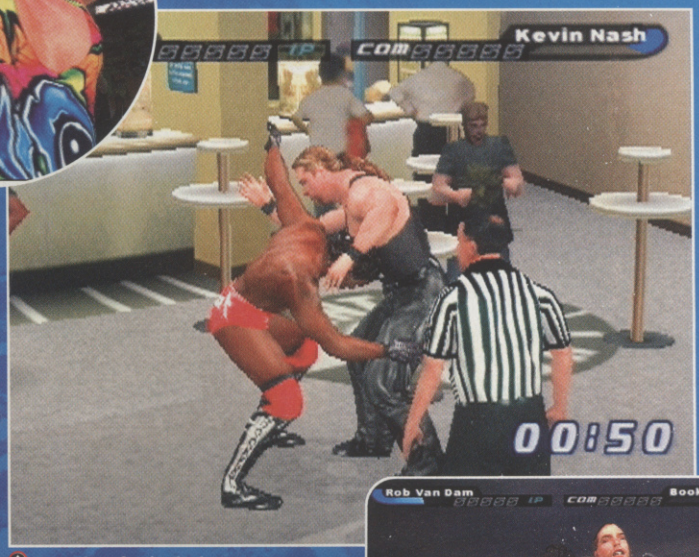




Rocky lays the smacketh down on Hogan's candy ass

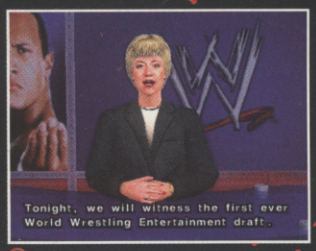


Post-show fun in the bar

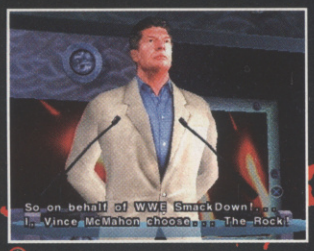
STAY TUNED

The new Season mode is exactly what you wanted. It incorporates the best bits from the last two SmackDown! games and you still get to roam around backstage, interacting with other wrestlers, forming alliances or starting rivalries. There are interviews with the TV presenters, and you'll be asked if you want to take part in the UK PPV events and whether you want to be included in the King of the Ring tournament. If you see Vince McMahon or Ric Flair pull up in his limo at the start of the show, you can visit him in his office and demand a shot at a title.

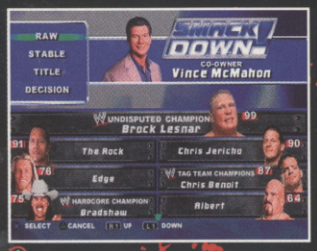
It also mimics the major events occurring in the WWE over the last year. Starting with the brand extension storyline, you'll see the return of Triple H from knee surgery, the introduction of the NWO, Jerry Lawler staging swimwear contests with the WWE divas, and lots more. Great stuff.



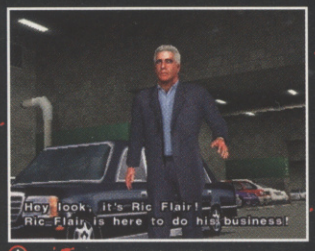
Linda McMahon announces the changes made to the WWE



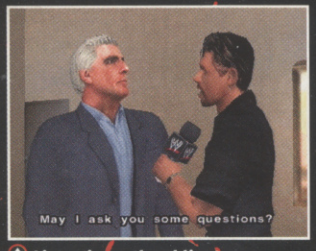
Vince McMahon makes his first pick. Nice choice, Vince



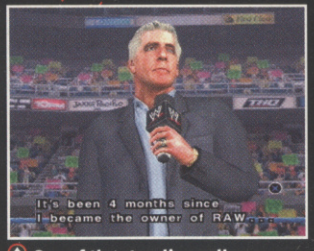
The SmackDown! roster following the split, with the new points system



Raw co-owner Ric Flair shows up for the broadcast. Cool shoulder pads



Listen in on the obligatory backstage interviews



One of the storylines allows you to feud with the co-owners

storyline from earlier this year. You get to choose the rosters for Raw and SmackDown!

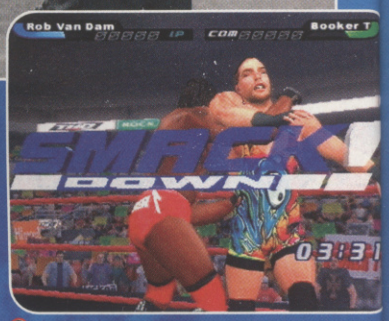
The draft that determined the two separate divisions is recreated, just like it went down on the telly. After selecting your wrestler, you are asked to choose between the Raw and SmackDown! brands. Pick Raw and you'll be making Ric Flair's first 10 draft picks, choose SmackDown! and you get to spend 10 minutes being Vince McMahon.

IN SEASON

The Season mode plays like a cross between the last two SmackDown! games. You get the roaming backstage freedom and interaction of Just Bring It with the weekly progression of Know Your Role.

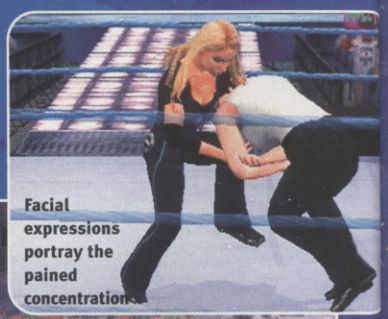
The season starts in the run-up to Backlash and culminates with Wrestlemania, while there's an option to play for a second year if you wish. There are four Raw and SmackDown! shows a month to compete in and 14 PPV events throughout the year.

New to the Season mode is a ranking system where your Superstar points increase or decrease based on

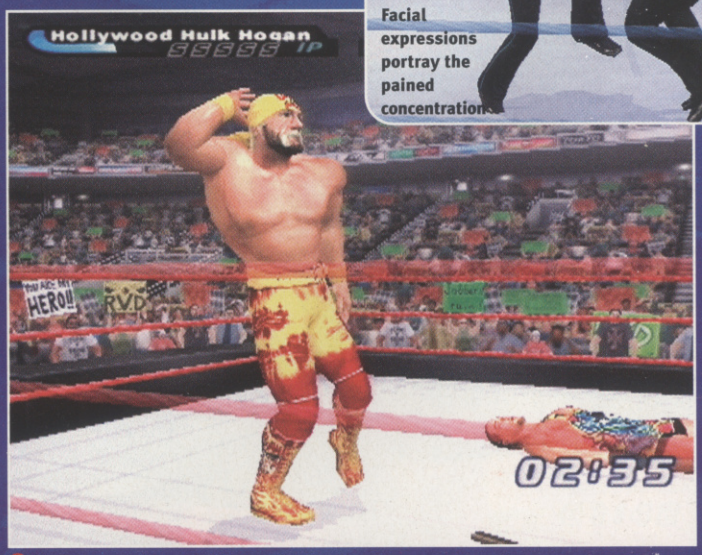


In case you'd forgotten what game you were playing...

Ring entrances are as spectacular as ever with amazing pyrotechnics

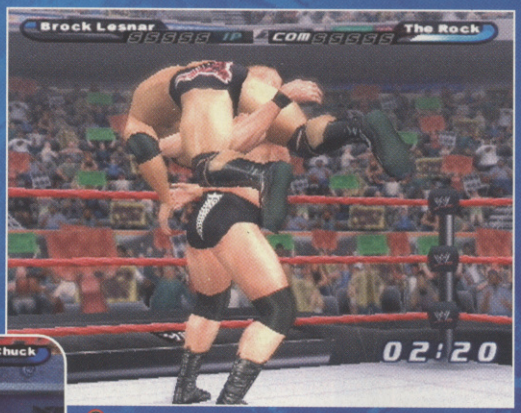


Facial expressions portray the pained concentration

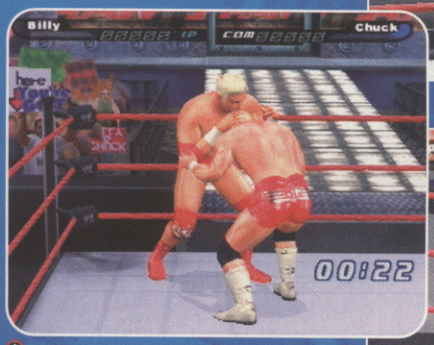


Hulk Hogan shows off his taunts. Bit of a girly pose, though

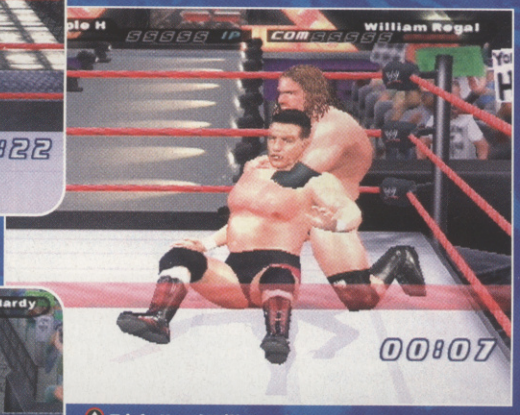
Someone should tell The Rock that this is no time to practise dance moves



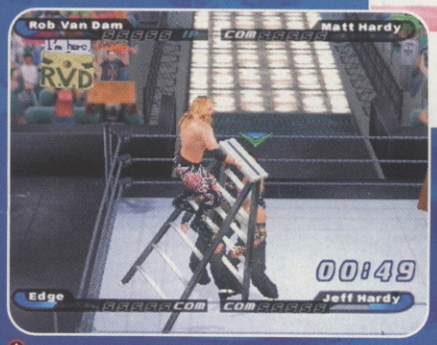
If he moves his arm up any further...



Billy and Chuck have managed to colour-coordinate their outfits



Triple H and Will Regel share a tender moment



Cause major damage by pushing the ladder from underneath someone climbing high. Nasty!

the results of each match. Earn enough points and you can start demanding a shot at the title.

SHINE IT UP REAL NICE

Graphically, this is the best-looking wrestling game around. There's double the amount of polygons per wrestler than in Just Bring It and the difference really shows.

Facially, they're almost life-like in most cases. A nice cosmetic enhancement is the way that hair flows and falls naturally. If Chris Jericho is being held upside down, for example, his ponytail falls back realistically. Lighting is also well used to highlight muscle tone and the texture of clothing. You can almost smell the PVC on Goldust's classic yellow and black outfit and Hulk Hogan's feather boa is mind blowing. Yeah, we hear you asking how a feather boa could be mind blowing, but you have to understand that it's these small details that make Shut Your Mouth the Gran Turismo of wrestling games.

WRESTLE AN ACTION MAN

The in-ring action is better than ever, due to plentiful tweaks and nice additions to the already great gameplay. Reversals have been

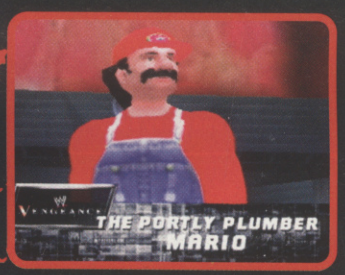
INTRODUCING A NEW CHALLENGER

One of the best parts of SmackDown! is the extensive Create A Wrestler mode, which allows you to add new characters into the mix. This is an important area of the game for the online community who continually post their CAW characters on forums, recreating real wrestlers who have been excluded from the roster.

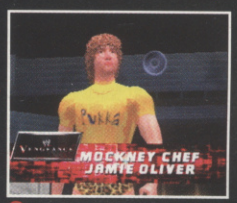
Everything about your created wrestler can be altered and with unlockable new moves and CAW parts available throughout the Season mode, you can get spot-on recreations. One major new addition to the CAW mode is the ability to age your wrestler. Make your character into a fresh-faced young pup or an aged veteran: the choice is yours.

In the face morphing function, slide the Age scale from young to old...

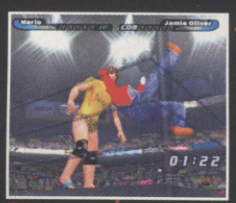
...to dramatically alter the appearance of your wrestler. Cool!



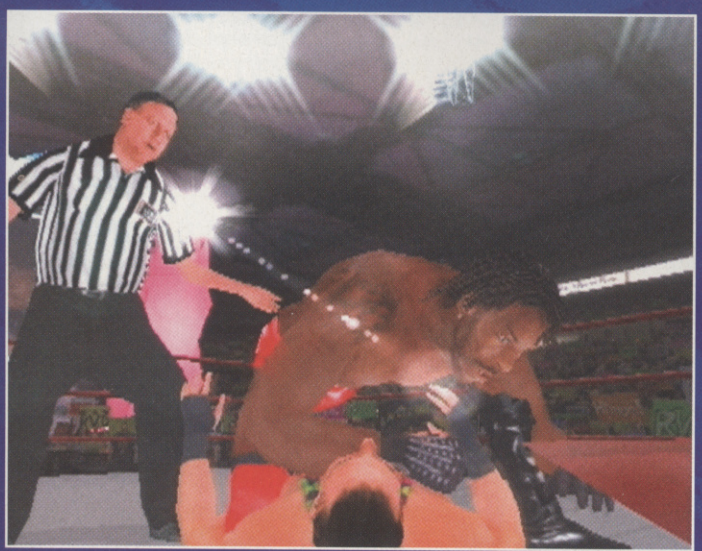
This is our recreation of a real gaming superstar, what do you think? Pretty good, eh?



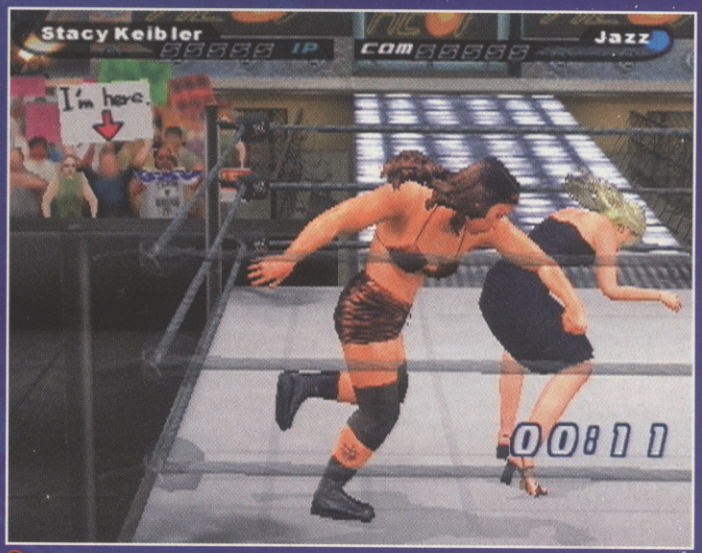
We asked ourselves which celebrity we would most like to fight...



"My god, King, Mario is assaulting Oliver!" Go, little fella, go!



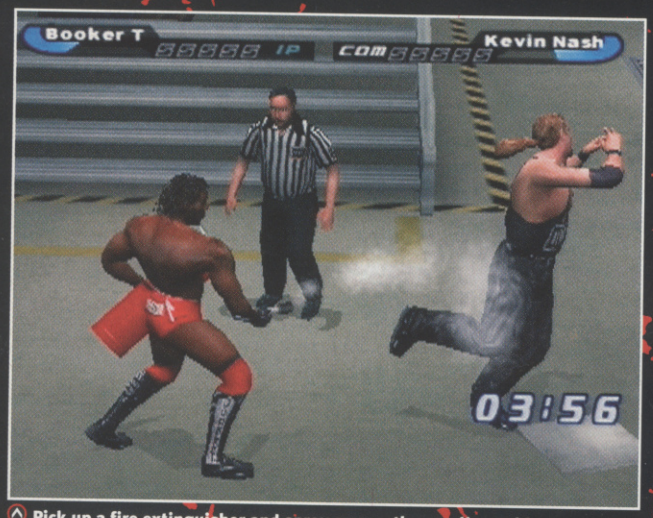
Booker T gets in RVD's face as Earl Hebner watches on closely



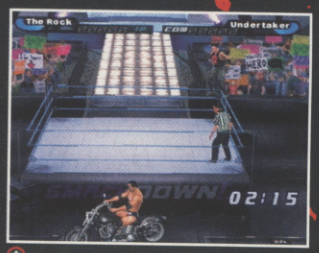
Not fair, she wasn't even looking. Serves her right for wearing heels, though

UNBELIEVABLE

The devil is in the detail. Some of the small things you can do in Shut Your Mouth will have you jumping for joy and laughing your ass off at the same time. Don't you think that it's a bit unfair that The Undertaker is allowed to ride to ringside on a badass bike? Well, why not steal it from beneath his nose and ride around the ring taunting him? Backstage, the interaction with the environments is better than ever. Irish-whip your opponent into a stack of boxes or the various steel pipes that have been conveniently left propped against a wall and watch the carnage unfold. Some of the new additions are just weird, like snowball fights outside the arena, but we sure are thankful for their inclusion.



Pick up a fire extinguisher and spray away – they really work!



Undertaker's riled as The Rock rides away on his pride and joy

Straddle that monster-bike and head out on the highway!

Hulk recoils as The Rock can no longer conceal his jealousy over his opponent's attire

expanded so that you can now counter weapon attacks, grapples and finishing moves. There are different ways to attack with each weapon, and you can now get weapons from beneath the ring apron. Plus you can now perform your opponent's finishing move as well as attack your foe after the bell has gone.

There are nearly 80 different match types. New ones include Elimination Tag, Slobber Knocker Anywhere and Captain Fall Tornado Six-Man Tag. Not that most players will bother with those, especially with the improvements to the TLC and Hell in a Cell matches. In a TLC or Ladder title match for example, it's now possible to hang from the belt above the ring, but not only that, you can also grab that person and use your weight to bring them down. Awesome!

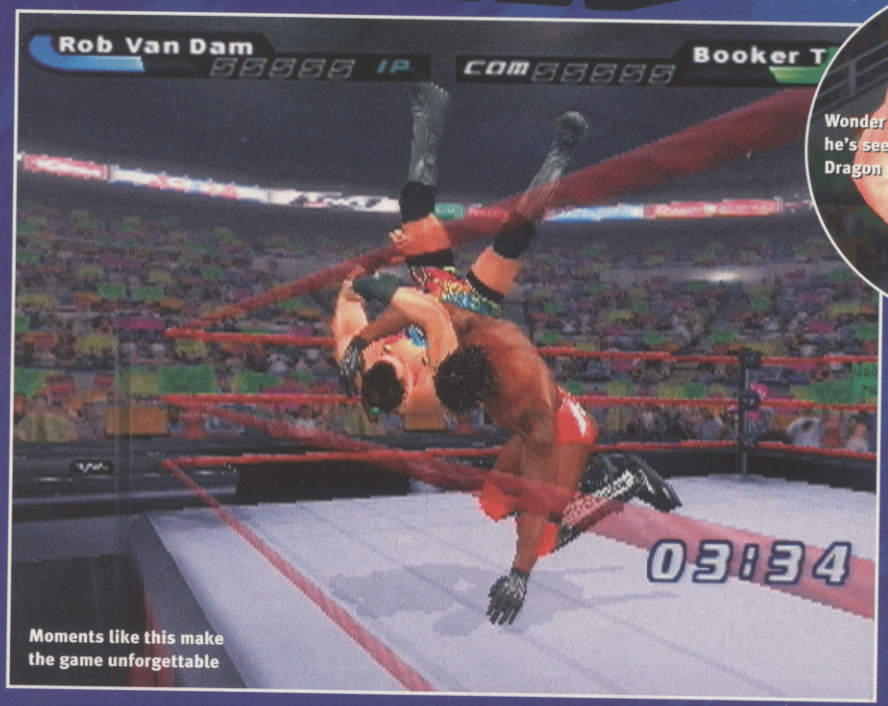
The Hell in a Cell match boasts extra animations to make the action look even more dynamic. Scraping your opponent's face against a steel cage, seeing their fingers become entangled in the wire fence and watching them try to regain their balance as they stand high above the cage has never looked so... beautiful.

MARK OUT MOMENTS

It's the little bits of detail like wobbling above the edge of the cage and hearing the crowd shout "You suck" over Kurt Angle's entrance music that make Shut Your Mouth the greatest wrestling game ever. They're not features that make it play better, but if you're a WWE fan, they do make it far more enjoyable.

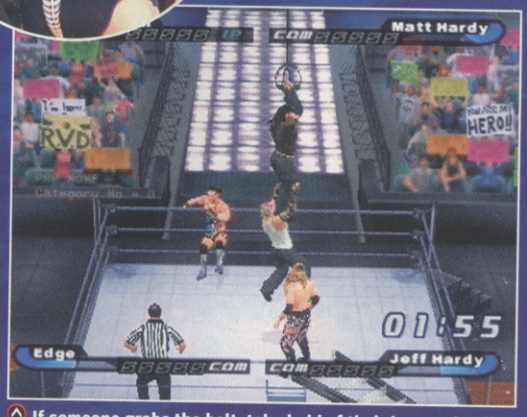
The Season mode and the mirroring of real WWE storylines allow Shut Your Mouth to rise above the competition. After all, tune into any of the weekly broadcasts and you can see that wrestling usually takes up 60 per cent of each show, so why should the game be different? This is why the WWE doesn't call its work a 'sport' but instead deems it to be 'sports entertainment'.

If the inclusion of storylines enables SmackDown! to rise above the competition, it's the



Moments like this make the game unforgettable

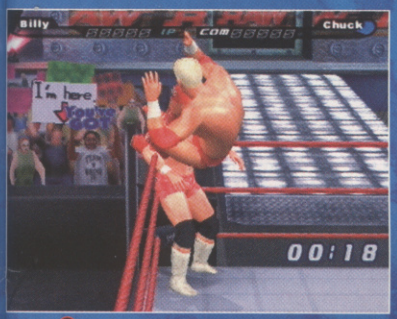
Wonder if he's seen Red Dragon yet?



If someone grabs the belt, take hold of their legs and pull

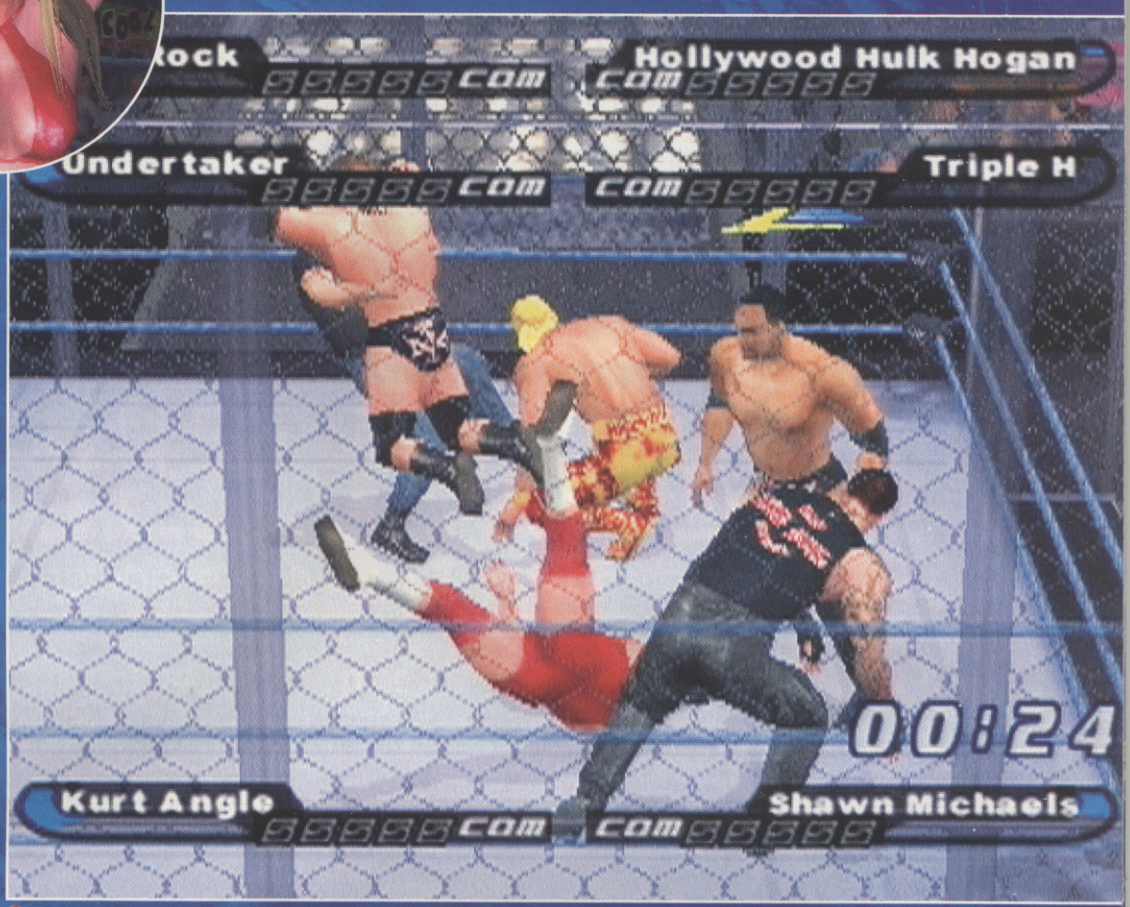
The backstage areas are much bigger than before and some are multi-tiered

NOT HAVING VINCE MCMAHON'S MONEY
SHUT YOUR MOUTH
WWE WRESTLEMANIA 18
BETTER THAN
WORSE THAN



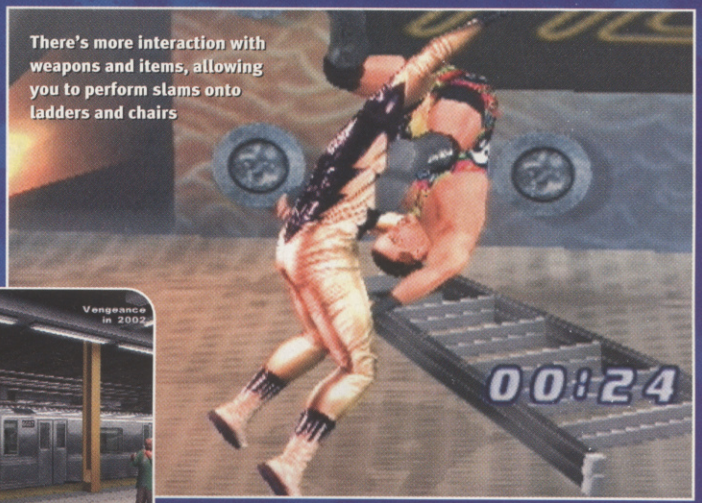
Billy and Chuck whisper sweet nothings into each other's ears

Yet more exciting girl-on-girl action, this time with plenty of cleavage on show



It all kicks off in style as six mountains of man pile into the ring together

wealth of options, expansive roster of wrestlers, simple-to-understand controls and incredible attention to detail that add the longevity and enjoyment that everyone can appreciate. Finally, it's the minor details, the individual taunts, unique animations and little bits that only a wrestling nut would spot that make it a game made with a genuine and huge respect for the fans. CVG



There's more interaction with weapons and items, allowing you to perform slams onto ladders and chairs

YOU WANT MORE?

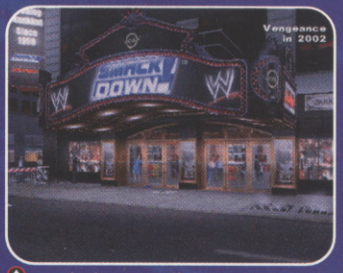
A major part of SmackDown! is the secret extras that you unlock the more you play. Last year, for instance, Limp Bizkit's Fred Durst was hidden within the Survival mode. THQ insists there are no secret characters this year; we haven't found any yet, but we're still hoping. What is hidden, however, are all the PPV arenas, new backstage areas, new moves and parts for CAW characters and new outfits for the major wrestlers. Look at The Rock's wardrobe changes to see what we mean.

Costume A is Rock's usual ring attire

A quick nip to the back and he's changed

What's this? His 'night out on the town' outfit?

Take a ride on this underground train beneath the SmackDown! Arena...



...and when you alight, you emerge in the famouse The World restaurant in the Big Apple. Another nice touch

CVG VERDICT

Much better than 2001's SmackDown! with so many new features. The greatest wrestling game ever. **Alex H**

9 OUT OF TEN

GOOD VS BAD

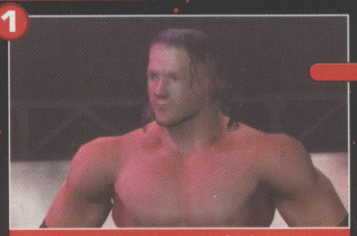
+	−
+ Wide roster of wrestlers	− Who's in and who isn't
+ Revamped Season mode	− Quite short season mode
+ Loads of match types	− Max. characters in ring

IF YOU LIKE THIS TRY THESE...

VF4 (PS2), Legends Of Wrestling (PS2, GC, Xbox).

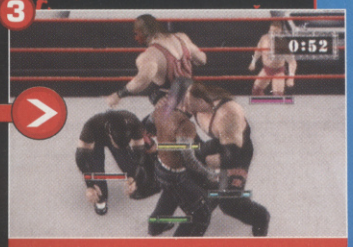
WHAT YOU DON'T GET!

Compared to the wealth of options found in the SmackDown! series, WWE Raw is a real let-down. No ladder matches, no cage matches, no Hell in a Cell, no Royal Rumble, no blood (so obviously no first-blood matches). The list goes on and on. What we're left with is frankly insulting.



1 Tonight, folks, the part of Triple H will be played by an imposter

2 The long-lost Haku and K-Kwik are in, but no RVD. Why not?



3 Only six characters on screen at once – SmackDown! 3 managed more

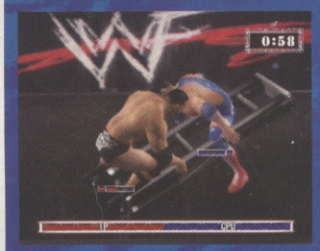
WWE RAW

What's this? A pile of **steaming dung**, eh?

Remember, readers, please don't go playing this at home

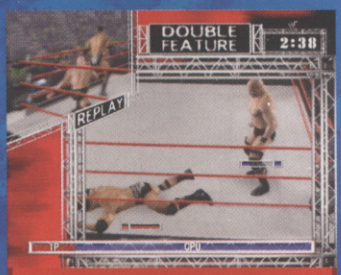
GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £44.99
PUBLISHER: THQ
OUT: SEPT. 27
DEVELOPER: ANCHOR
URL: WWW.THQ.COM/GAMES



Remember Kurt when he had hair and there was an F in the WWE?

Collect items and study them in a virtual museum. Wow!



Replays of the biggest hits – just like you get on the telly

The makers of Ultimate Fighting Championship. The power of the Xbox. And the biggest stars in sports entertainment. Put them together and you'd expect the mother of all wrestling games, wouldn't you? Unfortunately, something has gone tragically wrong. Indeed.

Characters are slow, the lag between pressing a button and your wrestler carrying out the command even slower – if they bother to perform the move at all.

There are a few innovations. A voltage meter represents the audience response to a fight. Perform too many of the same moves, you'll disappoint the crowd and they'll root for the other guy. As the meter determines when you can perform a finishing move, it's vital to mix up your attacks. Unfortunately, the finishing moves are horribly underpowered, so that Stone Cold has to do three stunners before he can pin an opponent.

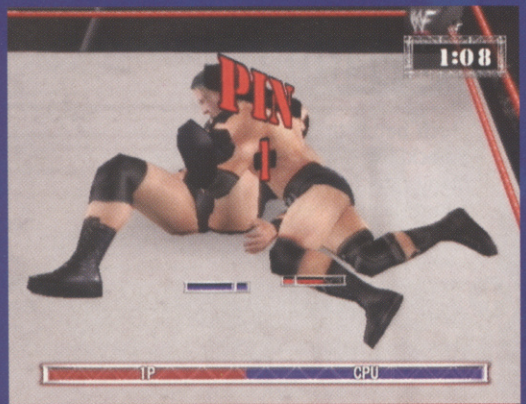
The crowd is impressive but you can't get in and fight among them

SHINE IT UP REAL NICE

The wrestler entrances are authentic and there are some good lighting effects to simulate the accompanying pyrotechnics. What's not so good are certain animations: every wrestler walks like Robocop riding a unicycle.

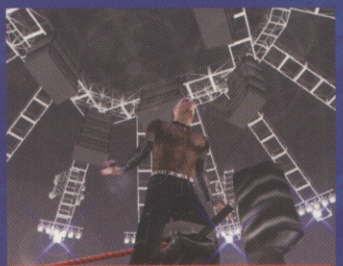
The size and weight of each wrestler haven't been taken into account at all, meaning Molly Holly can throw the man mountain that is the Big Show around the ring like a rag doll. Likenesses are good, though, apart from a few anomalies. HHH, for example, doesn't have a beard and looks nothing like his true self.

WWE Raw isn't the worst game ever made, but in terms of meeting expectations, it fails in spectacular fashion. With WWE Raw 2 scheduled to appear in the US early next year, why release this at all? CVG



Annoyingly, if you go for a pin and fail, you don't recover faster than your opponent

WWE SMACKDOWN! SYM (BETTER THAN)
WWE RAW
JERICHO'S DRESS SENSE (WORSE THAN)



This is what the mat sees when Jeff Hardy appears in the ring

CVG VERDICT

On its own terms: average. But up against SmackDown! Shut Your Mouth, this stinks. Releasing it should be made a crime. **Alex H**

4
OUT OF TEN

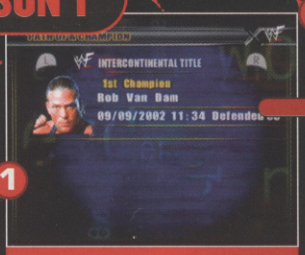
GOOD VS BAD

+ The voltage meter
+ Er... ditto
+ Ditto again?
− Slow, sluggish, annoying
− Totally outdated roster of wrestlers

IF YOU LIKE THIS TRY THIS...
WWE SmackDown! Shut Your Mouth (PS2)

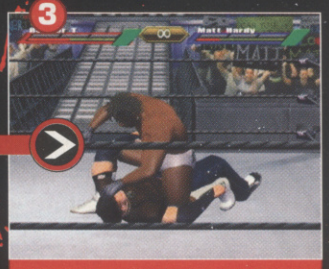
MAKING GAMES: LESSON 1

There's no story mode in Wrestlemania X8; instead you get Path of a Champion, where you pick a wrestler and take on all-comers until you attain the gold. Along the way you challenge for all the WWE belts (although the Women's title is absent). Most importantly, and unlike WWE Raw on Xbox, you can save your progress after each bout.



1 First off, check and select the belt you want to challenge for

2 Then get ready to beat your way through a roster of wrestlers



3 Matt Hardy is first to get a whupping

WWE WRESTLEMANIA X8

Standing somewhere between **The Rock** and **a hard place**

Three rules for developing a wrestling game: make it playable (duh!), make it fun and give the fans what they want. The WWE make their debut on GameCube with Wrestlemania X8, a game that sticks to these three simple rules but still doesn't quite hit each mark.

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: THQ
OUT: OCT. 18
DEVELOPER: YUKES
URL: WWW.THQ.COM/GAMES

A WORLD OF HURT

Below the surface everything about Wrestlemania X8 is right. You've got Yukes, the same Japanese developer that has turned out each instalment in the SmackDown! series to critical acclaim. There's a large roster of wrestlers that were accurate up to WMX8, including the re-emergence of the now defunct New World Order.

Then you have several stars like Rob Van Dam and Booker T from the old ECW and WCW brands, who made their debuts last year as part of the Invasion storyline. So far, so good.

Add the majority of matches that the fans want, such as TLC matches with 20-foot ladders, Hell in a Cell and the like, and you'd think Wrestlemania X8 could go head to head with the latest SmackDown!. But here's the crunch: face off these two titles against each other and SmackDown! wipes the floor with WMX8.

The Rock and Hollywood Hogan get up close and personal. How sweet

The absence of a Story mode here is a major let-down. Instead you have a Challenge mode, similar to No Mercy on the N64. The Create-A-Wrestler options also let the game down. But it's the small things that make the big difference. SmackDown! 3 allowed you to throw opponents off the top of the cage; here you can't. Why not? How come one WWE game lets you do the crazy stuff and another one doesn't?

Despite this, Wrestlemania X8 is still a decent enough grappler and leagues ahead of Legends Of Wrestling on the GameCube. It's just a pity it doesn't have the ease of use or depth that SmackDown! has.

Looks like Lita's wearing her red thong today. The floozy

The blink-and-you-missed-it re-appearance of the NWO

WWE SMACKDOWN! (BETTER THAN)
WRESTLEMANIA X8 (WORST THAN)
WWE RAW

Old Mr Hogan gets the Rock Bottom in the battle of the icons

The Undertaker sets up Triple H for the Last Ride. Ouch

New stars The Hurricane and Van Dam go at it, hammer 'n' tong

Undertaker goes old-skool with a Tombstone from hell

CVG VERDICT

A good Cube grappler but Smackdown! is better and it shows. Why doesn't THQ just make SmackDown! a multi-format title? **Alex H**

7 OUT OF TEN

GOOD VS BAD

+	−
+ Plenty of gimmick matches	− No story mode
+ Fairly recent roster	− CAW is a bit weak
+ Nice character likenesses	− Not enough wrestlers

IF YOU LIKE THIS TRY THESE...
WWE SmackDown! Shut Your Mouth (PS2)

PREVIEWS

FORMAT: **GAMECUBE (ALSO ON PS2)** OUT: **NOV. 22** DEVELOPER: **PANDEMIC STUDIOS** PUBLISHER: **ACTIVISION**

STAR WARS: CLONE WARS

Dropships abound in the singleplayer game. Take out the bad guys that spew forth from them, and then attack the bulbous body itself

Issue orders with the Dpad so you can hide at the back for safety

You could make a whole load of different games based on Episode II: Attack Of The Clones. How about a turn-based strategy sim based on Senator Palpatine's wrangling with the Trade Federation? Or you could make a high-speed aerial racing game based on the bit in the film where Obi-Wan jumps out the window and chases the spy drone.

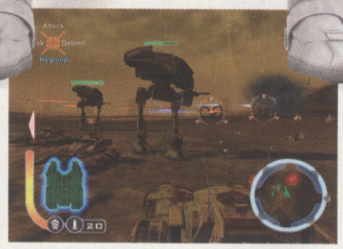
You could even recreate the magic of Anakin and Padme's love affair in one of those mad Japanese love simulations. Thankfully, the boys and gals at LucasArts and Pandemic instead decided to make an amazing-looking vehicle- and air-based combat game that'll have your jaw dropping, your eyes watering and your trigger fingers ripped to shreds. Much better than our suggestions.

GOOD MOVIE/BAD MOVIE

Some might argue that while Episode II's political nonsense and cheesy love scenes are all necessary to the Star Wars saga, they're nevertheless fairly tedious to sit through. This is especially true when you compare these elements to the stunning cinematic carnage of the 40-minute Battle of Geonosis sequence that occurs towards the end of the movie.

CVG's Alex thinks that this is one of the best action sequences in the history of motion pictures. Art supremo Jaime, on the other hand, reckons that the Hollyoaks special where Evil Rob came back from the dead to terrorise the youth of Chester deserves that particular accolade, but that the Geonosis battle comes a close second.

Clone Wars on GameCube and PS2 recreates an unforgettable visual explosion and then expands

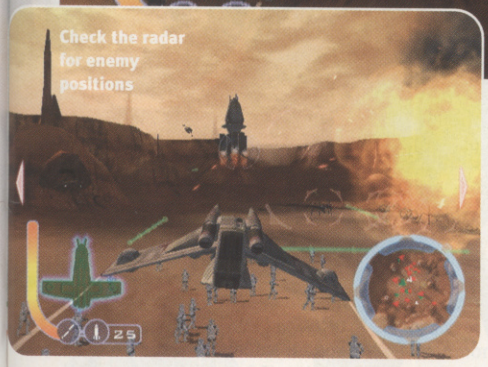


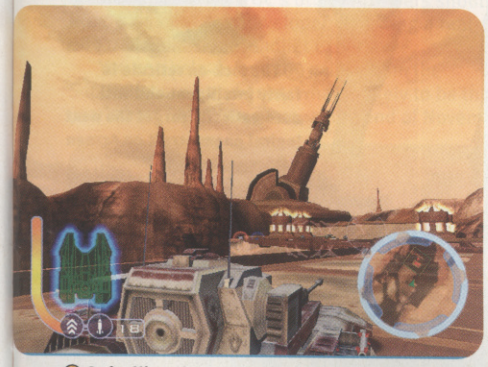
These walkers are your pals so make sure their health bars don't empty out

The vehicle-shaped silhouette is actually your damage meter

The detail is amazing – just look at the droids

Your eyes have rarely seen anything like it


Check the radar for enemy positions


Swivelling the camera around your ship with the C-stick helps with spotting sneaky bad guys

upon it by letting you play the run-up to the battle, as well as its aftermath. Over the course of 16 missions, you'll explore six different planets in awesome Star Wars craft.

Your main vehicle is the hover tank but you'll also pilot the speeder bike and one of the cool Walkers from Episode II. You'll fly a Republic gunship in the game's aerial missions and leg it around on foot while kicking arse with your lightsaber. You'll even get to straddle the hairy back of a Maru – a camel-like beast found on one of the moons of the Wookie's home planet Kashyyyk.

Despite their differences, all vehicles (and animals!) control the same. The control stick moves you forward, backward and turns you on the spot. The shoulder buttons make you strafe left and right. The right stick manually moves the camera around and the Z-button zooms in on targets. Each craft has specific attacks or special functions, like speed boosts and homing missiles, accessed via the action buttons. Key to surviving the many pitched battles will be your ability to manoeuvre your craft aggressively, circle-strafing bad guys while unleashing all hell with your blasters.

LIVE THE BATTLE

To help dish out the death, a number of handy lock-on icons appear around all hostiles on screen. Your guns will automatically target the closest one in range and after a few swift missiles and a massive, screen-shaking explosion, your guns will focus on the next, ready for more of the same.

The action really is unbelievable. Playing the Geonosis levels feels like you are actually in the battle scene from the movie. Seriously and truly. Smoke trails ribbon the sky, explosions rock the landscape and literally hundreds of droids rampage across the ground. Beyond Geonosis the action looks like it'll remain just as intense, just as beautiful to look at, and yet even more challenging.

REMAIN OBJECTIVE

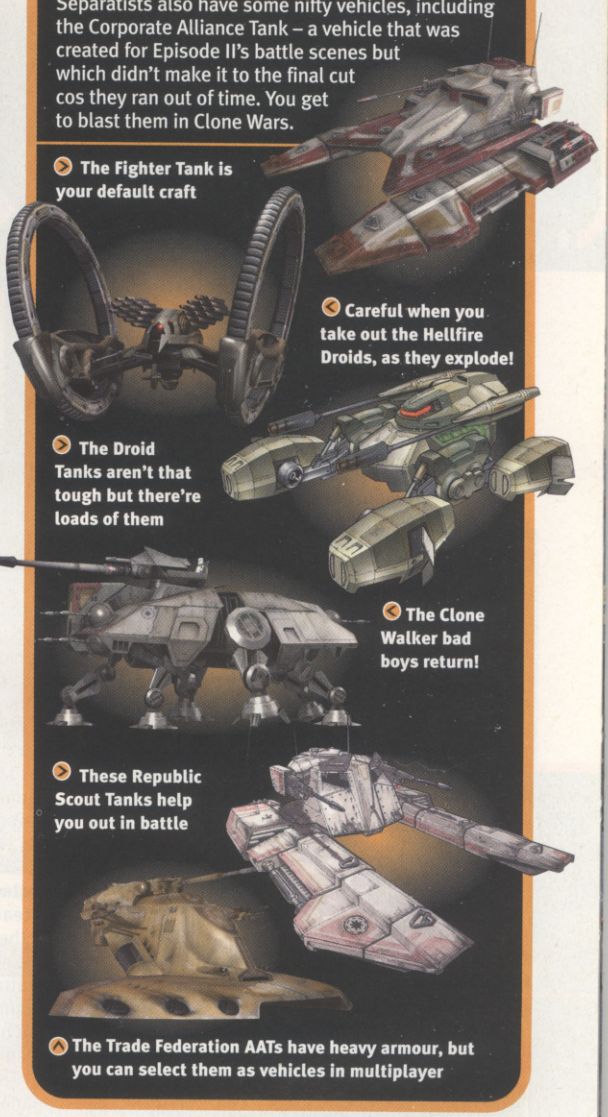
Unlike Bounty Hunter, Clone Wars is a less plot-driven game, but a far more intense one. The game begins with Count Dooku and his Separatist Army searching the galaxy for traces of an ancient Sith weapon called the Dark Reaper. You fill the shoes of either Obi-Wan, Anakin or Mace Windu, as dictated by the mission you're playing, and each mission has a bunch of different objectives.

Using the third mission – the Battle of Geonosis – as an example, these goals range from rescuing Anakin, Padme and Obi-Wan from the arena, then clearing a way for the battle convoy to arrive, and finally unleashing hell during the battle itself. You'll change craft mid-mission, too.

Other challenges include retina-scarring high-speed chases on the speeder bike through the junkyard

IDENTIFIED DRIVING OBJECTS

Although you can fly around some missions in the awesome Republic gunship, most of the combat in Clone Wars takes place on the ground. The Separatists also have some nifty vehicles, including the Corporate Alliance Tank – a vehicle that was created for Episode II's battle scenes but which didn't make it to the final cut cos they ran out of time. You get to blast them in Clone Wars.


The Fighter Tank is your default craft

Careful when you take out the Hellfire Droids, as they explode!

The Droid Tanks aren't that tough but there're loads of them

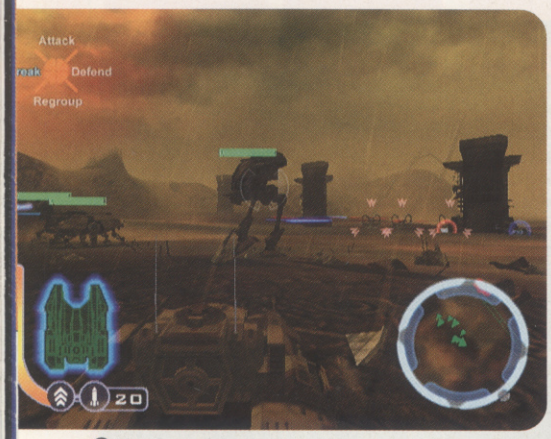
The Clone Walker bad boys return!

These Republic Scout Tanks help you out in battle

The Trade Federation AATs have heavy armour, but you can select them as vehicles in multiplayer

Air-to-air combat is hard, fast and beautiful; just make sure you stay locked on target

There's plenty of Walker-related fun and games on the Sith planet of Thule



The three pink triangles of stars show distant foes

planet of Raxus Prime, aerial dogfights on the ice planet of Rhen Var, and a surprisingly complicated boss fight with a band of Sith ghosts on the ancient Sith planet Thule.

While the focus is placed firmly on frenetic combat, there seems to be enough variety within the missions to ward off too much repetition in the action. We saw and played the GameCube version, which handles the beautiful, high-res textures and unbelievable on-screen battles with hardly a glitch. It will be interesting to see whether PS2 will be able to rise to the challenge.

GET FRIENDS FOR MULTIPLAY

If you're old enough to remember when Kylie was big first time around, you'll probably remember the Battle Zone games developed by Pandemic, the developer of Clone Wars. Battle Zone is all about ground-based vehicular carnage but has a healthy amount of strategy in there too. You could command your squadron with impressive precision, as well as blasting your rivals into shiny metal smithereens.

While there's not much strategy in Clone Wars' singleplayer campaign beyond issuing a few simple commands, there's plenty to be found in the multiplayer games. GameCube supports four-player split-screen while PS2 only lets two players frag it out.

There are four main modes, and it looks like the best of these will be the Conquest game. Conquest is team-based, and you play as either the Republic or the Separatists. Each team has a headquarters and each map played on has a collection of neutral outposts. By erecting four turrets around an outpost, you claim it as yours. When you have a bunch of outposts, you can start building more units to attack your rival.

The winner in Conquest is the player who manages to get through the other player's defences and take his HQ. The mixture of action and strategy makes for an addictive game, and there's plenty of depth in there. Even in our relatively short hands-on time, our individual battle strategies started to emerge.

EVEN MORE ACTION

Then there's the Duel mode, featuring a straight deathmatch between rival craft with cool multiplayer-exclusive weapons and power-ups. The twist is that when you die, you can select a

The lighting and shadow effects on GameCube are lush

The lock-on reticule is fairly intelligent and will automatically target the next logical enemy craft on screen

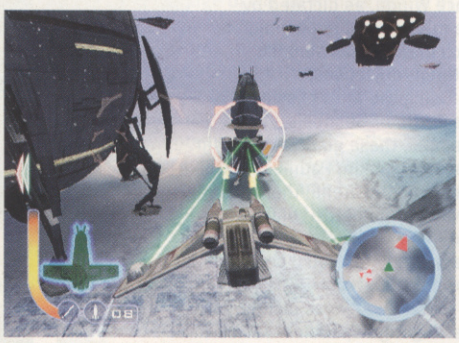
Blast the turret but be careful not to get too close

IN, OUT, IN AGAIN

You can't get out and wander around at will, but then that's not the best strategy in the middle of a battlefield, is it? Instead you get out when the game tells you to, and the transition between sections – especially when moving from tank to running on foot with lightsaber in hand – is ace.

Here's Anakin in his big tank on Kashyyyk

And now he's on foot, battling flying aliens



Swoop in low for greater accuracy when firing

Your blaster fire lights up the walls of the canyons

The spider-like robots are quick little bleeders

different type of vehicle to ride in and exploit all of its individual strengths.

Clone Wars' 'capture-the-flag' style game is called Control Zone but rather than running the flag back to your base, you need to stay in the designated points zone without getting destroyed. The longer you stay on target, the more points you snaffle. Actually not so easy when you've got three so-called mates trying to bump you off target with stinging, hot blaster fire.

And if it's simple all-out blasting you're looking for, you should check out the Academy mode. Playing co-operatively against the computer, you face wave after wave of bad guys, Space Invaders-style. Survival is everything here and you're scored for completing each wave. You can even play this game on foot in the Geonosian arena, battling droids with lightsabers.

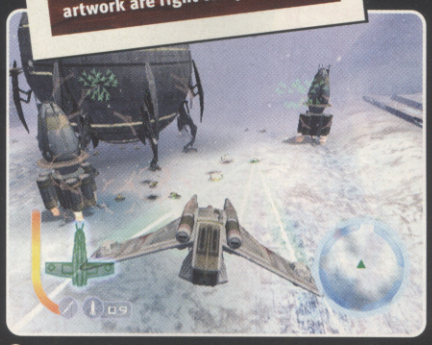
Clone Wars is a stunning-looking game that moves faster than you'd believe, and packs a mighty gameplay wallop. It should also be a more balanced game than GC's other Star Wars shooter, Rogue Leader – the developer is making a real effort to make it a friendlier experience.

You can help defend the galaxy from the Separatist army and enjoy what is likely to be this year's best Star Wars game, at the end of November.

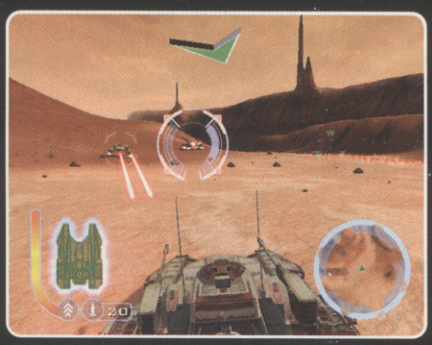
The level designs and artwork are right tasty

YOUR STOMPING GROUNDS

Take a gander at some of the lush landscapes you'll be lighting up with blaster-fire as you tackle the threat of Count Dooku's Dark Reaper. Textures are crisp, detailed and some of the loveliest seen in a Star Wars game. There are also different threats to deal with on each terrain, like slippery frozen wastes and rock landslides.



Slippery ice makes for circle-strafing fun but hovering vehicles remain unaffected



Raxis Prime is dry and dusty and fairly flat – a perfect introduction to the action

Bust open the barricade to let your convoy of heroes through, then clear a path for their safe passage

So much to shoot, so little time! Clone Wars is gonna *rock*

Our favourite enemies must be these wheelie Hellfire Droids

CVG RECKONS

Better than you're probably expecting it to be, Clone Wars is everything Rogue Leader was, only with more vehicles, more on-screen enemies and excellent multiplayer games. Let the Wars commence! Lee

POSTCARDS FROM Vice city

TOP SECRET

When CVG visited Vice City we expected sun-bleached beaches and sweet-looking chicks. What we got was a whole lot more...

The weather's nicer here. Much less foggy than in Liberty City

Oh yeah. That's what I'm talking about. The Inferno

FORMAT: **PS2** OUT: **OCTOBER 25**
DEVELOPER: **ROCKSTAR NORTH** PUBLISHER: **ROCKSTAR GAMES**

You swear to God this isn't going to go in the magazine, right, Al? Honestly, I'll be sleeping with the fishes if this gets back to Sonny Forelli. And those polaroids - don't show another living soul. Forelli will whack us both.

The story is this. Infamous ex-con Tommy Vercetti gets sent down here to Vice City by mob boss Forelli. He's going to do a few jobs. Trouble is, Liberty City mobsters don't command the same respect down here. Vercetti is worked over right away, and Forelli loses his investment. He's pissed, but the Cubans and the bike gangs don't give a s**t. So now Vercetti's on a mission to make Vice City all his own.

He's a dangerous kid. He talks just like Ray Liotta in Goodfellas - it's like they've got the same voice or something - and he knows how to use, like, 40 different weapons. Sniper rifles, machine guns, the usual stuff. I swear I saw that guy with a samurai sword once. And a goddam chainsaw. He seems to spot hostile people better too, and knows what kind of collateral damage the big weapons do.

Of course Vercetti loves to steal cars, and there's a massive selection down here for him to choose from. A whole 120 different vehicles, ranging from big pick-up trucks to motorcycles. Out on the quay I've seen him in speedboats and on jet skis too. I heard they only got 50 kinds of car in Liberty City. That sucks.

He's a hard man to track down, though, that Vercetti. Even with SWAT teams roaming all over the city, he still don't get caught. Helps that he changes his clothes every once in a while, I guess. I saw him dressed up as a cop once. Hell, I've even seen our man Vercetti delivering Italian pizza to make a bit of cash on the side.

Gives him a bit of time to chill out and listen to the radio, because we've got some awesome music goin' off down here. You ever hear of Flock

These are pretty rare. You usually have to kill a movie star to get one

Motorbikes. We got a whole lotta motorbikes down here

There's no way you will be wanting those boys on your back

This beautiful little car is called the Voodoo

Sorry, dude. He was past me before I had a chance to take the picture

Hawaiian shirt fashion will last forever! There's no getting away from the fact

Welcome to Vice City, baby!

My big brother had one of those. They really guzzle the gas

Vercetti loves the ladies. And you can't blame him

Of Seagulls? Kool And The Gang? Judas Priest? Grandmaster Flash? How about Cutting Crew?

I tell you this, man: people are going to remember the 1980s as the time when people dressed the best and grooved to the hottest tunes. I listened to the radio for nine hours straight the other day before I heard them play the same song. When I was in Liberty City, those guys only had three-and-a-half hours of material.

Speaking of Liberty City, you notice how nobody ever goes indoors over there? What – do they sleep on the streets or something? Down here in Vice City the doors are always open. You can go into a disco and start getting down, stroll into a hotel lobby or enter any number of other places. I saw Vercetti chilling at a pool party with some beautiful chicks the other day. String bikinis on; the works.

And why the hell is it I couldn't get over to Staunton Island last time I was in Liberty? Here in Vice City, you can go anywhere just about any time you like. Don't get lost, though: this place is twice the size of that scumbag hole up north. They got newspapers blowing all around, we got beautiful girls roller-skating. They got dirty alleyways that smell of pee, we got beautiful beaches. I know where *I'd* rather live.

So, you want to know what else there is? Well the cops are smarter over here. They have to be, too, as there's plenty of crime going on. Not just by the one-man crime-wave Vercetti, either; there are gangs fighting all over for control of the streets.

Anyways, man, I gotta go. You coming down here pretty soon, right? End of October? Good. We'll meet up then.

Our man on the streets: Dean Scott

TONY HAWK'S PRO SKATER 4

FORMAT: **PS2** OUT: **NOVEMBER 29** DEVELOPER: **NEVERSOFT** PUBLISHER: **ACTIVISION**

Michael Cooper is a difficult man to upset. Every Italian plumber he's ever known has given him that look. That "I'm going to arse-bounce on top of your head with my arse" look. He's not actually a Mario villain – people just think he is.

But such treatment gives a man a thick skin. Nothing can faze The Cooper. Except when Dean told him Hawk's 4 was better than the last one. Tears running down his face, Mike uttered a single word: "How?"

The levels are more open and varied than before

The garbage trucks make handy moving half-pipes

A skateboard hunter pounces from out of the foliage

There's even people playing basketball

NICE PEOPLE

Not everyone down on the streets has an objective-signifying green arrow. Some of them really hate skaters like you. You have been warned.

Tony chats to a redneck in a neat flannel shirt...

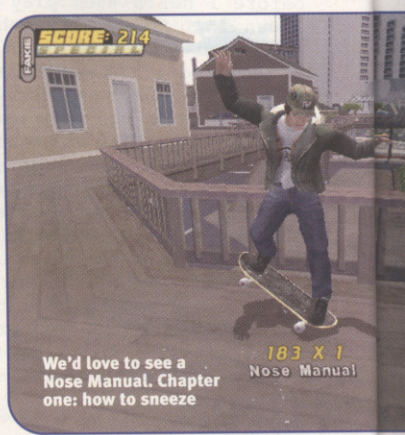
...who promptly lamps him off the board. Yowch!

By taking the formula for The World's Greatest Extreme Sports Game and chucking it in the garbage, that's how! There are new rules. You'll notice in your first few seconds of the first stage.

There's no time limit. You're free to explore the levels, getting a feel for where the most lucrative trick lines are and how the whole thing links up. Not only are the levels more detailed than before, they're also far bigger and there are more people walking about. You'll probably get lost a few times, and then wonder why you weren't set any objectives before you set off skating.

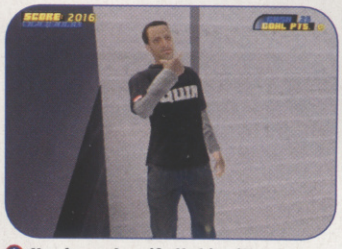
POWER TO THE PEOPLE

People set you objectives. You find a guy in a bin and he asks you to get back the jocks that put him there. A timer appears, and you're off up ramps and breaking through the windows of the frat house to nail the beer-swilling gits. Fellow pro skaters set score challenges, and yellow letters appear in the sky if someone puts them there for you to find.



We'd love to see a Nose Manual. Chapter one: how to sneeze

Each and every grind and lip balance is timed and recorded for posterity

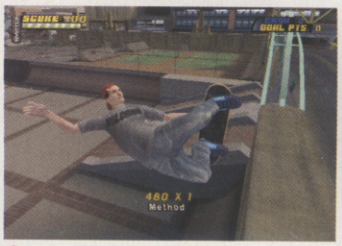


Hawk ponders if all this silly skate stuff is the right career for him

The triangle. Famous everywhere for through-balls and grinds

These are great not because you have to seek them out, or because there are so many of them (21 on each level). No, they're great because they're so inventive. Whether you're banishing pink elephants for a pissed-up tramp or racing campus security guards to warn fellow skaters before they get busted, the variety is amazing. Some of them even introduce all-new gameplay elements.

Get challenged to a speed slalom by an inline skater, and you lie down on the board and use it as a super-fast street luge. It's totally mental stuff. Later, to prevent thugs from nicking the Professor's car on the College stage, you have to skitch it. That means hanging onto the back for dear life as it zooms around, the camera panning out to a Micro Machines view for comic effect.



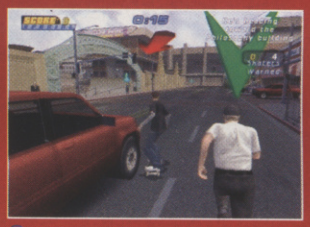
Must have been in a hurry – his cap's on the wrong way round. Idiot

Race super-fast security guards like a seasoned Corby shoplifter

DO THESE THINGS

We said the objectives in the new game were far more original than before, so here's the proof in picture form. The camera never lies.

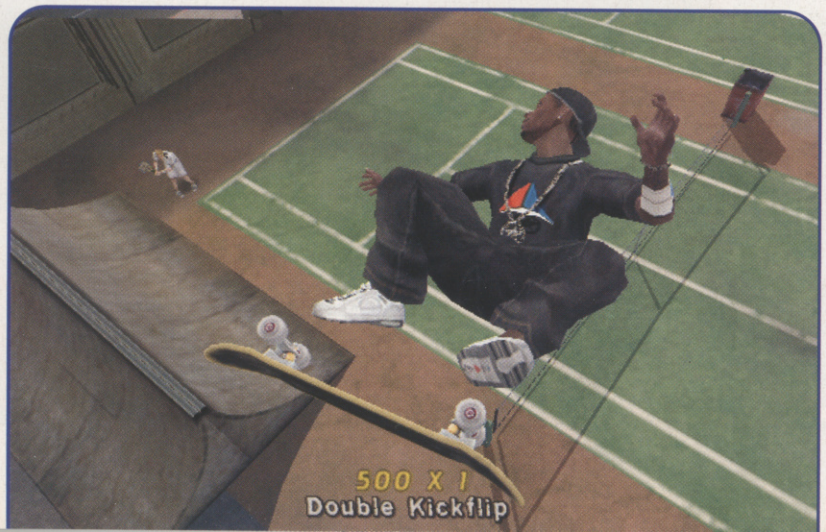
Lie on the board. Go faster. It's dangerous, hence the prayer



Out-pace the security guard by busting tricks to go faster

Skate on his court and Bjorn issues you with a challenge

Grab onto cars and go as fast as they do. Which is very fast



Man falls out of plane. With 20:20 hindsight, he wishes he'd packed a parachute

HOW'S YOUR SPELLING?

Every completed objective earns you stat points to spend and edges you closer to the next stage. Some challenges are so hardcore you'll have to learn skills on later levels before you come back and try. Spelling S-K-A-T-E is a piece of cake, but getting C-O-M-B-O is far harder. Guessed why yet? Yep, because you have to grab every letter in one continuous trick. Wait till you see how far apart some of the letters are.

We could go on, but the marvel is in discovering what comes

next. Everything we've just mentioned is from the first level, and there are seven more after that. That tennis bit in the Do These Things box on the previous page? Yep, that really happens. It's not a wind-up.

The most perfect extreme sports system doesn't get messed about with, but it expands to accommodate some new score-swelling techniques. Remember all the flatland manual tricks in the last Mat Hoffman game? Tony has a go at those too. As long as you can balance, you can flip the board onto its side and stand on the trucks and hop along, pogo-style. Come off a massive trick, onto a rail grind and land into one of those and people are going to start thinking you're God. Well, Jesus at least.

MANUAL RELIEF

"Sorry Mat, Tony's got all the Manual tricks now." "So who's going to buy my game?" "Yeah, sorry about that, dude."

Get into a manual and balance

A few tasty rail flips

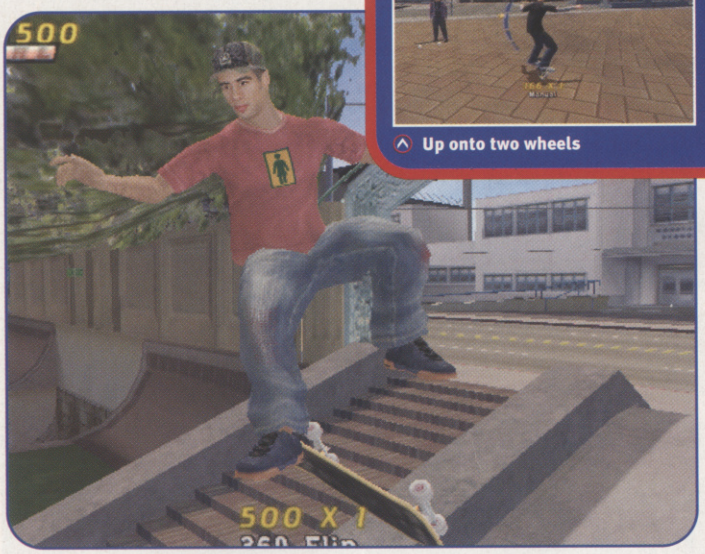
Up onto two wheels

Switch foot pogo

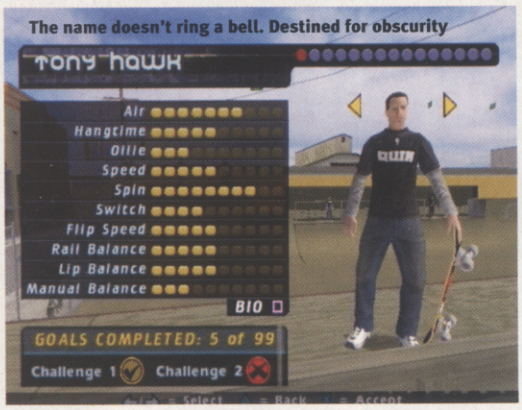
Flying skateboards are the latest thing, you know. Ask any of the kidz

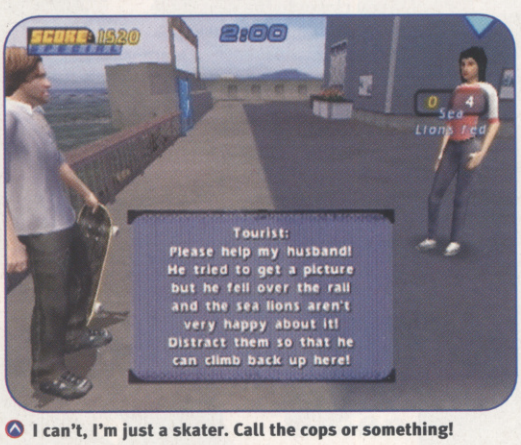
Here, Jackass's Bam Margera answers the call of nature

Steps too steep for you? Just take the invisible Stannah Stairlift



This is the scenario that would occur if the moon suddenly developed a super-magnetic force. Probably





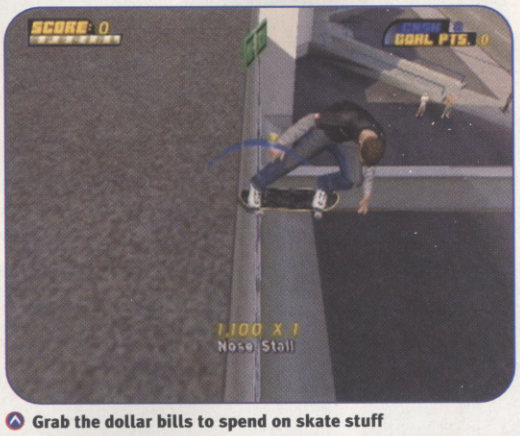
I can't, I'm just a skater. Call the cops or something!

OW! MY SPINE!

You can even combine tricks over the edge of two half-pipes or ramps that run together into a lip. Hitting R2 at the right time busts you into a spine transfer, and you pop over the edge of the ramp and down the other side with the combo meter still ticking over. Looks cool, but so do the bail animations if you don't time it right.

This version wants you to score points more than any of the previous games. It even lets you set a custom restart point for when you kick off a run, meaning you can start exactly where the first trick of your über-combo needs to begin. A little touch for the serious skaters among you.

Mr Cooper is going to love it, because he loves Tony Hawk's games. We couldn't let him play this, as we had other games we needed him to look at this issue. The game's out at the end of November, though, so he'll get his chance on the review version.



Grab the dollar bills to spend on skate stuff

CVG RECKONS

This is looking incredible. Already it's shaping up to be a significant deal better than its predecessor, which remains the benchmark extreme sports title. **Dean**

LET THE RACE BEGIN

Race against your friends at the speed of lightning. Choose your racer for the race challenge - you can easily build and rebuild your racer when the race changes. All LEGO® Racers are powered by slammer, pull back or electric motors.

Duel Racers
Place the two pull back motor powered desert racers to the start gate and you know it's going to be a fair race! The two buggies can be customised to race in other environments, or combine them to make a double-engined monster machine!
Art. 4587

RC Nitro Flash
Infrared, remote controlled racer. You can easily convert the desert car to a jungle off-road buggy or rocky canyon racer. Additional off-road tyres and parts included. Three channels make it possible to race against friends.
Art. 4589

Street 'n' Mud Racer
A built-in electric motor powers this street racer. When it hits an obstacle, it backs up and drives off in a new direction! You can gear up the street racer to take on off-road challenges too by fitting the extra offroad tyres.
Art. 8472

RC Race Buggy
Radio controlled racer. The big-wheeled rocky canyon buggy with super suspension converts easily into a sleek and slender high-speed racer with low profile tyres. A real winner! Supports three radio channels. Extra tyres and parts included.
Art. 8475

Nitro Race Team
Drive your pull back motor powered off-road racer onto the trailer and transport it to the track – or switch the motor to the truck and go truck racing. You can even convert the truck and racer to a slammer-powered 6-wheeled street racer and another fantastic pull back motor powered offroad racer.
Art. 8473

LEGO RACERS

www.LEGO.com/racers

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TWO-LEGGED FREAKS

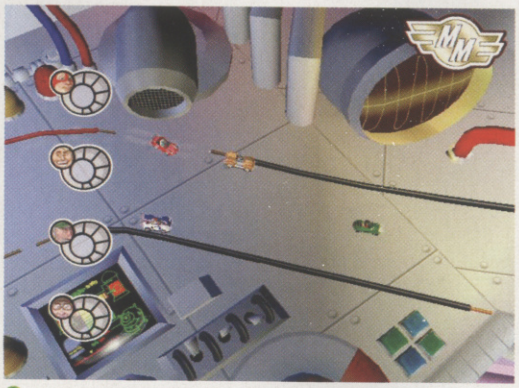
There's more to Micro Machines than cars: check out this motley crew of characters! Making their debut appearances in the game, each of the eight ker-azee drivers has five different vehicles to bomb around in, including the likes of wacky off-roaders and aquatic speedsters.

MICRO MACHINES

FORMAT: **PS2/XBOX/GAMECUBE** OUT: **NOV** DEVELOPER: **INFOGRAMES** PUBLISHER: **INFOGRAMES**

Having a Micro Machine 4x4 lodged in your nose is no fun. Nor is crawling about with a magnifying glass looking for your carpet-coloured 2cm Porsche 911.

However, racing a futuristic mini bubble car over a fat bloke's belly and weaving a redneck pick-up truck through the giant swinging arms of a demented skeleton *is* fun – in a mindless, muck-about sort of way. And these qualities are what have made Micro Machines so popular and addictive since the original Mega Drive version up to V3 on PSone.

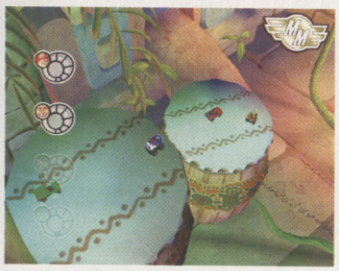


Avoid the big knobs while zipping across the control panel

CHEERIO CHEERIOS

This next gen incarnation keeps the spirit of simple top-down racing alive, but luckily enough changes are being made to keep the franchise feeling fresh and suitable for next gen gamers.

Eight oddball characters are being introduced so the cars aren't the only stars. Having a cast of kooky drivers adds a good dollop of charisma, but where the most personality has been added is in the tracks.



Leap from bongo to bongo in your all-terrain monster truck

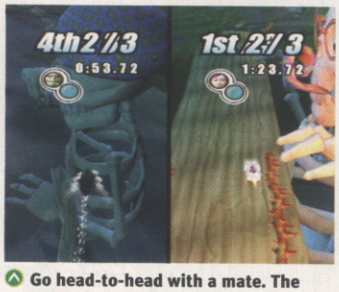
Gone are the days of burning around breakfast tables. Now you'll be tearing across control panels in secret underground lairs and zipping through ghostly graveyards. Plus the obstacles and surroundings now really interact and have an impact on your race.

New vehicles, weapons, power-ups and game modes are all being thrown into the mix, including Micro GP and Bomb Tag modes for up to four players. However, the multiplayer does not include the eight-player pad-sharing action of old. But then, sharing a sweaty pad was always a bit crap anyway.

Shamelessly simple, happy and over-the-top, Micro Machines is not to be taken too seriously. Make sure you catch our review next month.

A hillbilly able to afford personalised plates? Come on!

Beware of the frog! Avoid the amphibian's sticky tongue at all costs



Go head-to-head with a mate. The vertical split-screen works a treat

CVG RECKONS

A total no-brainer; uncomplicated but addictive top-down race action. Could be exactly the kind of fun you're after. **Mike**

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CONTROL THE RACE

With the new remote controlled LEGO® Racers it's you that controls the high-speed action and daring manoeuvres through hairpin bends. Build and rebuild your remote controlled racer to suit the race challenges ahead!

RC Nitro Flash
Infrared, remote controlled racer.
You can easily convert the desert car to a jungle off-road buggy or rocky canyon racer. Additional off-road tyres and parts included. Three channels make it possible to race against friends.
Art. 4589.

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Extra tyres and parts included.
Art. 8475.

LEGO RACERS

www.LEGO.com/racers

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DEVIL MAY CRY 2

FORMAT: **PS2** OUT: **SPRING 2003** DEVELOPER: **CAPCOM** PUBLISHER: **CAPCOM**

Originally described as 'stylish hard action', Devil May Cry remains one of the most enduringly brilliant PS2 titles on the market. As unique, distinctive and recognisable as action videogames get, it's easy to forget it began life as Resident Evil 4, such is its power. But with the sequel, even greater things lie ahead for the dashing Dante...

Dante skilfully employs his new wall-running technique

From our latest impressions, Devil May Cry 2 looks set to be markedly better than its predecessor in *every* department. Visually, Capcom has exceeded even our own expectations, producing one of the finest looking titles yet on PS2.

For starters, the resolution has been doubled, providing stunningly detailed environments, while Dante looks meaner and harder than a professional darts player.

In DMC2 Dante can now shoot in opposite directions. Fully awesome

Even the mighty Botham would be proud of this stunning drive on the on-side

The devil hunter struggles to blast his way out of a particularly sticky situation

Okay, we're properly scared now. DMC2 will boast some ridiculously monstrous bosses

BETTER THE DEVIL YOU KNOW

One of the people responsible for the brilliance of Devil May Cry is the game's producer, Tsuyoshi Tanaka. He talked to CVG about the sequel.

CVG: *What improvements have you made over Devil May Cry?*

TANAKA: First of all there's a lot more action. You can climb and run up walls, shoot by crossing your arms, and jump and shoot down. It's twice as good in every sense – both in terms of visuals and action. There are two playable characters and the game size has been doubled. The resolution's been doubled too.

Dante is the main character again, and he's tougher. Then there's the new female character, Lucia. While Dante fights with guns and swords, Lucia has two swords and is good at close combat. Dante can also fight in some sort of vehicle this time.

CVG: *Development on DMC 2 must have started straight after the original – you were obviously confident the first game would be successful.*

TANAKA: During development we thought the game would sell well, especially in America and Europe. We were confident for various reasons – not just because of its gothic style, but because of its action, as action games are really popular in America and Europe.

CVG: *What do you feel is the game's greatest achievement?*

TANAKA: The fact that you feel really good when you're playing the game. It's hard to describe really – when you play it you'll see what we mean, so please wait for that!

If only the enemies had weapons they could actually lift, they might stand a better chance. Oh well, their loss

Spilling his pint is not recommended. The adventure will also be twice as long, with a massive gothic world to thrash through, slaughtering undead filth, hellbent on your defeat.

CH-CH-CHANGES

Those used to the not exactly revolutionary updates found in the Res Evil series, where the game mechanic has remained pretty much constant, will be reassured to know that DMC 2 will offer significant gameplay improvements over its predecessor.

It would appear Dante has developed a passion for John Woo flicks if his new moves are anything to go by. He can shoot forwards and backwards simultaneously, to both sides, down when he's jumping – and now he can run across walls at breakneck speeds. As can the all-new female character, Lucia, a blade-wielding, flame-haired devil hunter who you get to play as later in the game.

Although Capcom is remaining tight-lipped on the plot, we do know that when Dante first meets Lucia, she persuades him to return to her town to aid her in her fight. Horrific carnage will no doubt ensue.

Armed with deadly double blades, Lucia is highly skilled at close-quarter combat

Lucia beholds the mysterious village

CVG RECKONS

Devil May Cry 2 is shaping up to be one of the finest games of its kind on any format. Surely guaranteed to be one of the hottest titles of 2003. Johnny

Disney's
Lilo & Stitch
Trouble in Paradise

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DIE HARD: VENDETTA

FORMAT: **GAMECUBE** OUT: **SEPTEMBER** DEVELOPER: **BITS STUDIOS** PUBLISHER: **VIVENDI**

Before the film Die Hard came out, way back in 1988, grubby vests were mainly associated with your mate's grandad who wears the same pants for a week. Now it's John McClane who will forever be allied with sweaty undergarments. Lucky for Bruce Willis.

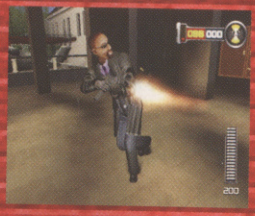
And now the follicly-challenged hero is back in a new GameCube exclusive first-person shooter that's aiming to fill our hearts with joy in the way GoldenEye once did.

The game will feature 11 levels in locations including a deserted cinema and a rioting prison, as McClane tries to rescue his daughter, who has been kidnapped by a gang of bank robbers.

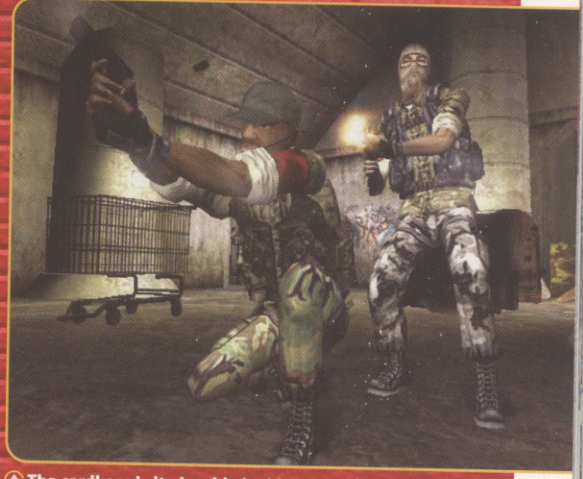
One particularly cool feature is Hero mode, which kicks in when you perform a heroic act, slowing enemies down in a similar way to Perfect Dark's Combat Boost and Max Payne's Bullet Time. Very helpful in a room full of enemies. All in all, Die Hard: Vendetta is looking pretty promising.

Hold bad guys hostage and get info from their mates

This looks strikingly similar to a NightFire level



We all love a bit of gore and Die Hard: Vendetta delivers



The cardboard city level is looking particularly great

CVG RECKONS

Will no doubt face stiff competition from TimeSplitters 2, but should be a big game for the Cube. Jimmy

TOM CLANCY'S GHOST RECON

FORMAT: **GAMECUBE/PS2/XBOX** OUT: **OCTOBER** DEVELOPER: **UBI SOFT** PUBLISHER: **UBI SOFT**

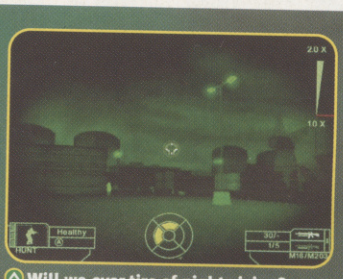
Grab a helmet, slip into your bovver boots and slap on some green face paint: the console market is going Special Ops.

On the PC, Ghost Recon was popular, if not a big hit. Now this stealthy shooter is coming to the fun box under your TV, promising sneakage and slaughter aplenty.

Hopefully, the 23 missions in this squad-based first-peron shooter will prove more enjoyable than the wide-open landscapes of the PC version, where you had every chance of getting popped from miles away.

At least the additions of auto-aim and auto-reload will tailor the game to the console market.

Landscapes are great fun to roam

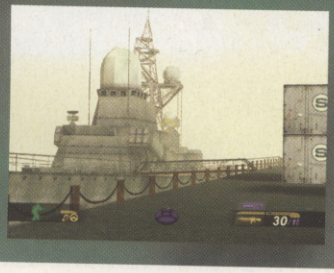


Will we *ever* tire of night vision?

Controlling your team members will be quite a simple affair.

You don't want to be looking down the barrel of an enemy gun

This ship will be just one of the locations you'll get to explore



We love the pale glow of gunfire, magnified in the twilight

CVG RECKONS

Looks good, but bopefully this soldier sim will concentrate on fun more than the PC original. Jimmy

KINGDOM HEARTS

FORMAT: **PS2** OUT: **NOVEMBER 15** PUBLISHER: **SQUARESOFT** DEVELOPER: **SONY**

WHEN WORLDS COLLIDE

Sora is the fated one who will open the doors between all the different worlds, and you get to tag along for the ride. It seems that as well as the real world that Sora lives in, there's the Magic Kingdom too, which in turn is divided into different worlds. This explains how you can get the syrupy nonsense of Bambi appearing alongside the twisted Nightmare Before Christmas. Donald, Goofy and Sora even have a change of costume for each world.

Quickly, grab the shotgun. Blat!

Donald's sailor suit is definitely a cry for help

How is it that Goofy can talk and Pluto can't?

Jack does his Marilyn Manson impression

The return of Jafar! Kick his big red arse

Try as we might, we couldn't squash Jiminy

Hot mouse-on-duck action awaits inside

Pooh gets ready to thump Tigger in the eye

He'd make a fine rug in anyone's lounge

Raised by gorillas, Tarzan must smell bad

Tinkerbell's patented bogey-douching spell

We love Ursula. She is momma of the sea

Disney has the saccharine, squeaky-clean Mickey Mouse, the straight-from-Hicksville-USA Goofy and the cranky clown Donald Duck. Square's got ultimate bad guy Sephiroth, punk-influenced hero Cloud Strife and mad, bad Moogles. But as Kingdom Hearts proves, chalk and cheese really can taste beautiful in the hands of skilled gaming chefs.

SORA-RAH-RAH

By mixing Disney characters and worlds with gameplay and story-telling panache lifted straight out of Final Fantasy, Kingdom Hearts is sure to be the first Disney game with appeal for older players.

The story sees young Sora thrown into a titanic battle with the forces of darkness led by the giant shadow being, a monster who's responsible for the recent phenomenon of worlds overlapping, warping and (in some cases) disappearing altogether.

The surreal mixes expertly with Disney beauty throughout this quirky adventure. A true feast for the eyes

Just because they're kids doesn't mean they can't get romantic

Great balls of fire! Just don't get burned by the beast's fury

Use the Dpad to cycle through available commands in the field

ISLAND LIFE

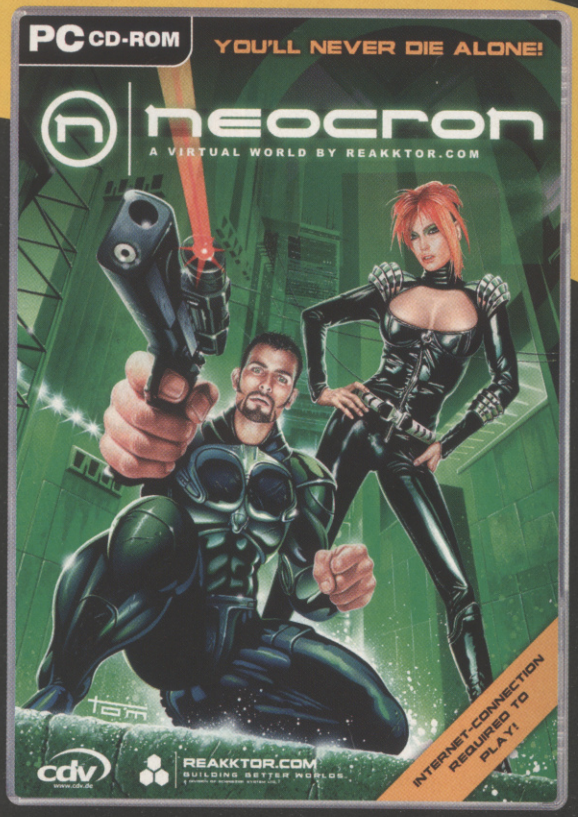
Sora lives on an island that's pretty much like the real world we live in, but soon he's sucked into a whole bunch of different Disney-themed worlds. After a couple of hours of play, you'll team up with Donald and Goofy, but there are so many other worlds to discover, and so many famous Disney heroes to recruit, chatter with and battle, that talking about them almost spoils the surprise.

With fast and frenzied real-time fighting, a huge quest to play through and the highly unusual mix of Disney and Square visual styles, Kingdom Hearts is sure to be one of the most memorable action-role-players ever and definitely not just 'one for the kids'.

CVG RECKONS

A game so well put together it's almost shocking, and stunning to play too. Will no doubt be unmissable. Lee

It's where the action is.



Released: October 18th 2002
SRP £34.99

Released: October 4th 2002
SRP £34.99

WHSmith

Subject to availability from selected WHSmith high street stores

www.WHSmith.co.uk

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RESIDENT

FORMAT: **GC** OUT: **TBC** DEVELOPER: **CAPCOM** PUBLISHER: **CAPCOM EUROSOFT**

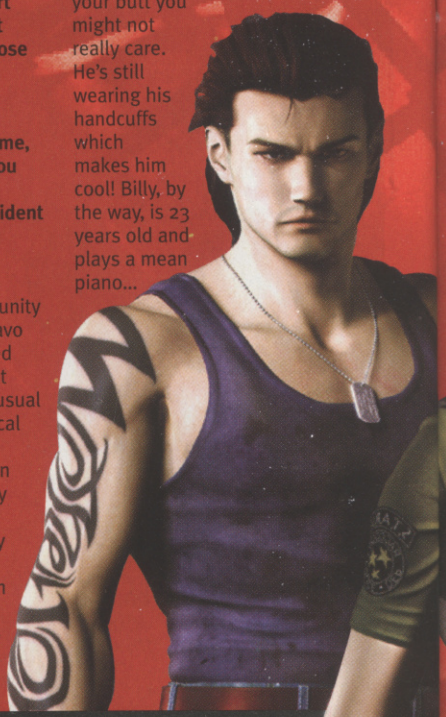
It won't just be zombies munching on human flesh when Resident Evil o comes to GameCube. If you don't own a Cube you'll be eating your hurting heart out too, for Capcom's magnificent Resident Evil remake is on the loose and prowling the Nintendo neighbourhood. Anyone who has caught sight of, or even better, *experienced* this phenomenal game, will testify that it's to die for. If you thought Resident Evil GC rocked then we've got news for you: Resident Evil o has all that and more.

UNTIL PROVEN INNOCENT...

Resident Evil o will be our opportunity to discover what happened to Bravo team before Alpha team happened upon the horrific aftermath in that infamous mansion. During an unusual investigation mission, a mechanical failure causes Bravo team's helicopter to crash into a forest en route. Everyone survives, but they discover a military truck and the mutilated remains of several navy officers, all accounted for as missing – apart from one: Captain Billy Coen. He's on the run, but don't jump to conclusions. Resi o starts with the search for Coen – find out the truth for yourself!

BIG BAD BILL IS SWEET WILLIAM... FOR NOW

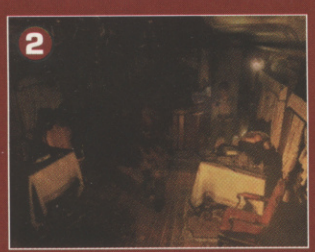
Captain Billy Coen: murderer or just badass? For as long as he's saving your butt you might not really care. He's still wearing his handcuffs which makes him cool! Billy, by the way, is 23 years old and plays a mean piano...



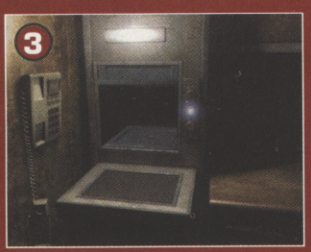
TRIAL OF TERROR

Trial Editions of Res Evil o were given away in Japan recently, primers for anyone who pre-orders the game due in November. The Trial Edition's job is to get everyone used to the idea of controlling two characters at once. And it's a blast. In fact, it's a double blast because you've got Billy and Becky 'razing' hell on the same screen. In case you were wondering, it goes something like this...

^ *Rebecca is alone with a couple of 'unwell' passengers in a decrepit train*



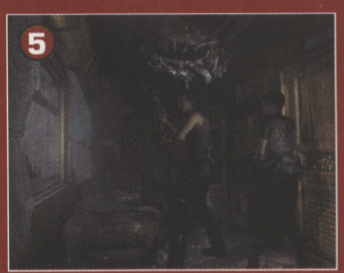
^ *What's that crackling? A burning zombie who eats bullets for fun*



^ *This dumb waiter is the key, allowing the exchange of items*

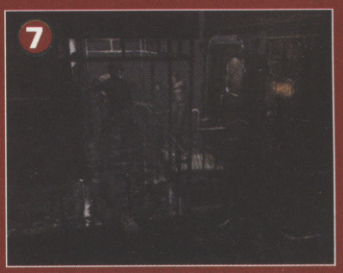
^ *The Trial Edition allows you to experiment with 'Partner Zapping'. Switch control between both characters instantly at the press of a button*

While moving one character, the other acts independently but can also be directed to suit your needs. Instruct your partner to use weapons – or not, as the case may be. It's all clever stuff. When both of you are involved in a battle it looks really cool too.



^ *Gigantic holes appear in the train's roof, torn through the metal. Spooky*

^ *You find an old shotgun guarded by a couple of really pissed zombies*



^ *Bill and Becky brave wind and rain to make it to the front of the train*

^ *So that's what's punched the holes through the roof... this giant scorpion*

EVIL 0

ROOKIE REBECCA'S FIRST TASTE OF ACTION – TAKE GOOD CARE OF HER

Rookie police officer Rebecca Chambers will be known to many of you as the girl who patches you up in the original Resident Evil. She sure plays tough in 0, where you'll discover what led up to her being hidden away in that room at the bottom of the stairs in the original Res Evil. She's the perfect partner, eh lads?

They're frickin big birds, but they won't be teaching you any songs about friendship (It's a Sesame Street gag, okay!)

Wriggling to shake off leeches. This is how CVG people dance at parties

Some guys really hate being disturbed when they're taking a slash

MYSTERIOUS HANDSOME MAN

Who is he? What is his dark and terrible secret? Capcom isn't giving much away cos it will be more thrilling to discover his story on your own. We've been told one thing, though: this guy is totally against you, and he's even trickier than Wesker!

We hear that this spook is the key to the mystery. Is he a warlock whose power is contained in that pendant, or one of Jaime Smith's friends? We don't know

Billy and Becky back to back. The zombies will have to work hard here to eat their prey

IN FULL EFFECT

Events in the complete Res Evil 0 will flow very differently to those in the Trial Edition. For starters, it's 25 minutes before Rebecca even finds Billy. As some zombie-infested areas are better left alone until you have a partner to watch your back, waiting this long will make you appreciate the extra firepower even more.

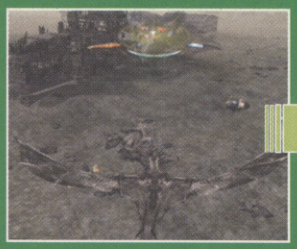
Events on the train account for only 15 per cent of the full story, so let's hope there will be more locations with as much suspense in store. We want to know why Billy and Becky visited to the Gents together too...

CVG RECKONS

A partner adds intrigue to the drama, and sharing resources between them is great to experiment with. Also cool because those zombies don't know what's hit 'em when it all kicks off with twice the firepower! Hooaarrgh! Paul

COME JOIN THE BATTLE

In one of the first levels where you play as a scaly reptile of death (ie dragon), you get to view the wide range of mission objectives you have to fulfil as the fire-breathing muthas. As you can see, it's not all about flying around and killing things and nothing else. Oh, hang on, that's wrong... Never mind, we're not complaining.



First you must protect this injured dragon from the human scum

Then, destroy this Battleship threatening your scaled friends

Next, take out the Tower of London's defences

Finally, pick up one of the fuel trucks situated nearby...

REIGN OF

FORMAT: **PS2/XBOX/GC** OUT: **OCTOBER** DEVELOPER: **BAM!** PUBLISHER: **BAM!**

Wouldn't it be nice to be the bad guy for once? Instead of trying to save the planet, to allow your darker instincts to come to the surface? Well, Reign Of Fire on the PS2 allows you to have your cake *and* eat it. (We just hope it's chocolate.)

You see, this game allows you to experience the story from both sides. You can either play as the humans, who are trying to eke out an existence from the barren landscape that was once the throbbing metropolis of London, or you can forget being nice and set out to scorch those disease-ridden Homo sapiens out of existence for good. Well, that's how the dragons would probably see it.

It's always satisfying to see a game set in good ol' Blighty, isn't it?

SCALY BEASTS

The dragon section of the game will only be available once you've completed a certain amount of the human missions, but should add an extra element to the gameplay, which is already looking top-notch. All of the human missions will be in-vehicle, but there is still a huge variety on offer – from reconnaissance to rescue missions and huge battles.

The gaming experience promises to differ greatly from the film, which is pitched as a modern-day B-movie, tongue planted firmly in cheek.

VIETCONG

FORMAT: **PC** OUT: **2003** DEVELOPER: **PTERODON** PUBLISHER: **TAKE 2**

Hollywood has been making films about 'Nam for years, using it as a kind of mass psychotherapy for the war's American veterans.

The games industry, on the other hand, has steered pretty well clear of the subject. Up till now, that is, as all that is about to change with the release of Vietcong next year.

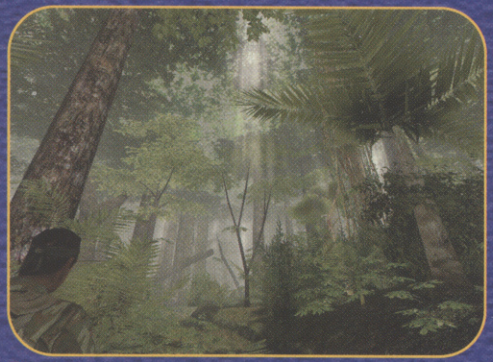
If there's ever a game to throw you into the bowels of hell, this squad-based first-person shooter will be it. The attention to detail in the demo we saw was astounding: from the native foliage to the way you reload and cock your gun, everything is exactly as it would have been in the Vietnam jungle.

The singleplayer missions vary from rescuing pilots to being a door gunner, but the multiplayer could really be where it's at. With the ability to communicate with team-mates via built-in software (no hidden costs here), this could be the best PC-based first-person shooter since Medal Of Honor: Allied Assault.

A list of simple commands gives you full control of your squad

The trusty sniper rifle – a first-person shooter staple, of course

Convincing camouflage can make it difficult to pick out your squad



The levels are lush beyond belief

The environments promise to be highly interactive

CVG RECKONS

With the prospect of being thrown into the thick of it, bullets flying over your head, this is looking like being the most atmospheric game of next year. **Jimmy**

FIRE

There are brilliant fire effects throughout the game – as you'd hope...

The game, in contrast, feels much more intense. You're in the thick of the action, with 'spitfires' flying over your head, spewing flaming balls of gob at you and your comrades.

In particular, the AI of the dragons is impressive: they will keep a wide berth if there is too much human gunfire, then swoop down just when it seems you aren't looking. The land-based dragons will get close to you, though, making it extremely difficult to get a clear shot. They will

Those pesky dragons will often dive-bomb your gun towers. Cha!

In this level, try using the water cannon to put out the raging fire

Sheer numbers often make up for dinosaurs' lack of weapons

even nudge your jeep and throw you off, the gits!

Hell, there's even a character called Denton Van Zan; how could this game possibly go wrong?

CVG RECKONS

It's about time we had a decent dragon game and this is looking like a bad-assed mix of rugged driving and smooth flying. **Jimmy**

The textures on the Inca level are looking very impressive

That's not a very good idea!

Parallel tracks for one-on-one races

The game features all the typical replay options you're used to

RALLY FUSION

FORMAT: **PS2/GC/XBOX** OUT: **NOVEMBER** DEVELOPER: **CLIMAX BRIGHTON** PUBLISHER: **ACTIVISION**

Backlash! That's what seems to be happening against the rally simulation genre.

First we have Shox this month (see page 90). Then there's this offering, the soon-to-be released Rally Fusion, the new Sega Rally-a-like, due in November.

The emphasis is on fun and accessibility, with up to 20 cars that range from Mark 1 Ford Escorts to dune buggies, along with all the usual Toyotas and Lancias in between.

The version we saw was looking very polished, with weather that changes during races

...but watch out – as you drive higher, the weather gets a bit on the wild side

and affects your vehicle's handling. Even the damage system was looking good, with doors flapping about as you bust up your car.

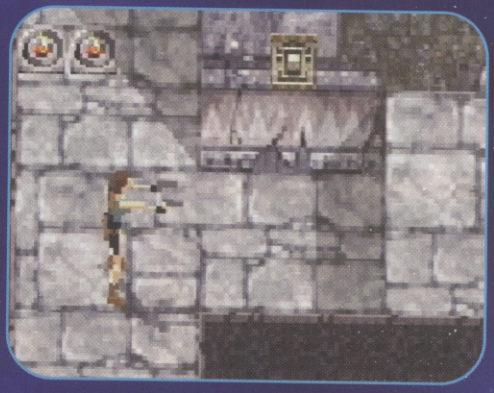
There was a huge gulf in visual quality between the GameCube and Xbox versions, but we're sure that this will be sorted out in time for the game's release.

CVG RECKONS

Nine tracks and nearly a dozen game modes are keeping this game looking very tasty. **Jimmy**

TOMB RAIDER: THE PROPHECY

FORMAT: **GBA** OUT: **NOVEMBER** DEVELOPER: **UBI SOFT** PUBLISHER: **UBI SOFT**



The guns are back with a vengeance in this latest instalment. Just as you'd hope

"Lara Croft on the Game Boy Advance? You're having a laugh!" we hear you cry. "What on earth is she going to look like with a 3mm bust?"

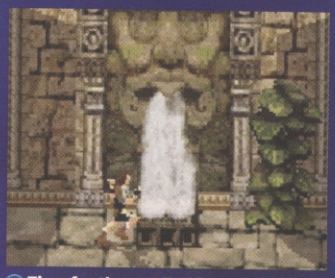
Well apparently, she's going to look pretty good, if the early version of Tomb Raider: The Prophecy is anything to go by, so leave all your prejudices right there. The designers have used thousands of frames of animation for Lara and the many enemies she encounters throughout her new quest. The result is some very smooth-looking graphics, despite the absence of motion capture.

Few details have been released about the story so far, but you should expect gameplay to mimic the three-dimensional world of the console and PC version. Instead of side-scrolling action, the game uses a from-above-at-an-angle perspective, giving Lara more freedom of movement and making the game feel less linear than the feisty heroine's previous outings on handheld. Good to hear, we say.

Our heroine can move up and down as well as sideways. Well done, her

Lara can shimmy elegantly across ledges to get to new areas

This really is not the time to be answering the call of nature



Time for the wet T-shirt competition, wethinks. La-ra! La-ra!

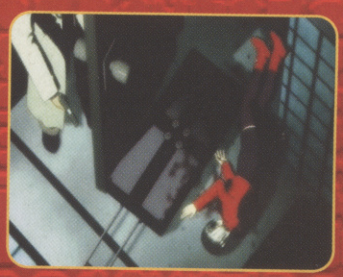
CVG RECKONS

Does the world need another handheld Tomb Raider? Hopefully this'll bring something new to the series. Jimmy

GUNGRAVE

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **ACTIVISION** PUBLISHER: **ACTIVISION**

The game features some very cool DVD-quality cutscenes



Kaboom! See what happens when he whips out his coffin

How cool would it be to be an undead assassin? It might mean you couldn't be killed, but would your crusty, 500-year-old arm fall off every time you recoiled from a shotgun blast?

In Gungrave, this dilemma shouldn't trouble you, because your name is Grave and you're hard as the nails in your coffin.

The third-person, cel-shaded action promises to be frantic, if not very original. With two handguns and a coffin concealing heavy weapons, you sound more like Antonio Banderas in Desperado.

Just how you 'conceal' a rocket launcher in a coffin slung over your shoulder and still manage to be inconspicuous is beyond us, but we'll find out more soon.

These big suckas ain't got nothing on the undead

There will be loads of enemies to kill on each level. Hoorah!

The animé-style graphics are looking really beautiful

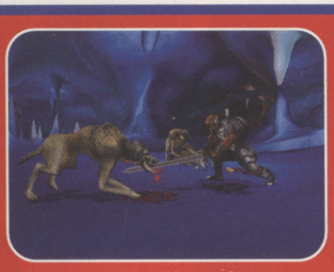
CVG RECKONS

Gungrave's animé visuals certainly look cool. Let's just hope the gameplay can live up to those standards. Jimmy

BEASTLY

Check out this selection of the most grizzly beasts we've come across so far. Summoner 2 is a truly massive game and you'll get to meet whole armies of bad guys. They range from wily enemy warriors to eerie ghosts, demons and enemy summons, to challenge Maia's own summoning abilities.

Maia's summoned demon uses his protect sphere against the ogre's attacks



Wolves need slaying as fast as possible as they hunt in a pack

Ogre-related fun here as your allies lose pints of blood in the skirmish

SUMMONER 2

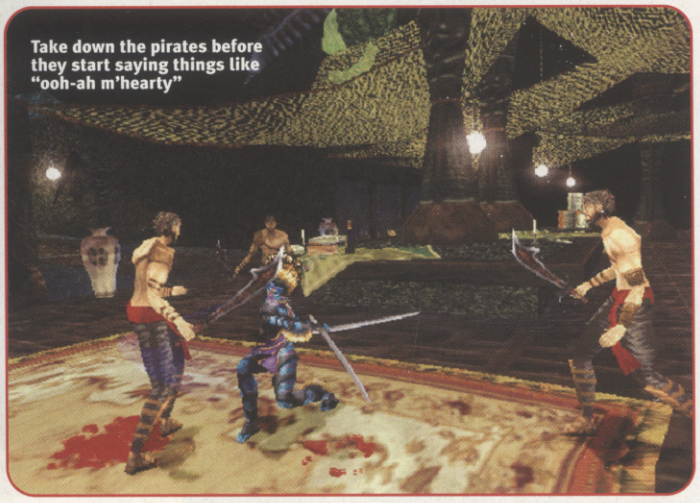
FORMAT: **PS2** OUT: **OCTOBER 25** DEVELOPER: **VOLITION** PUBLISHER: **THQ**

After the disappointments of the first adventure, the pressure was on this sequel to perform. Luckily, Summoner 2 is so different and so refined that any similarity to its predecessor is only in the title.

This time you get to see loads more enemies and really master the combat, as well as witnessing some truly beautiful landscapes. As you meet and recruit new members of your team, you can switch between them at will. While you're controlling one hero, you can assign the others tasks by setting their AI script. So you can have healers, mêlée heroes and support characters all fighting at once, allowing you to customise your squad to your heart's content.

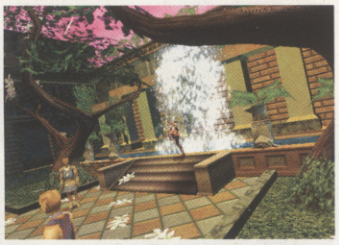
Natural formations give way to surreal areas later on in the game

Impressive landscapes really give the impression of a world rich in history



Take down the pirates before they start saying things like "ooh-ah m'hearty"

Maia looks a bit stuck-up but then she is a member of the royal family



Blossom falls from the trees as the splash of water tickles your ears. Lovely

RAISE THE DEAD

Each character also has a set of individual talents. Maia the Princess has fearsome combat skills and the ability to raise knocked-out party members. Lizard-lady Sangaril has sneaky stealth skills and special death combos she can learn.

You can further customise your game by choosing those attributes of each hero you wish to enhance when you level up. You can even create joypad shortcuts to spells and items for easy access during fierce combat.

It's this mixture of action and strategic planning that makes Summoner 2 such an exciting prospect. Read the review next issue.

The new game engine can shift an impressive amount of polygons at once

CVG RECKONS

It's deeper than the North Atlantic Rift, looks gorgeous and has a cracking story. Role-player fans will be in heaven. Lee

YAGER

FORMAT: **XBOX/PC** OUT: **NOVEMBER** DEVELOPER: **YAGER** PUBLISHER: **THQ**

The poor old Xbox. It has so few exclusives, you'd think it was the Channel 5 news.

However, Yager Development is bringing its namesake to Microsoft's ailing console and yes, it's an Xbox exclusive. Well, almost: it may also appear on the PC, but it's as close as the console-cum-doorstop will get.

FREELANCER, YOU'RE MINE!

Set in the not-too-distant future, Yager puts you in the guise of Magnus Tide, a freelance fighter pilot working for one of the mega-corporations that have come to rule the world. One of your employer's satellites has fallen to Earth and you've been sent to snoop around and find out where the precious technology has landed.

In this sequence, you must save a train from enemy fire

The story will drive the game, promising to keep you on the edge of your seat throughout the 22 missions. There's even a love story thrown in for good measure, and when you see the fittie that our hero is trying to get his hands on, you'll understand its merit.

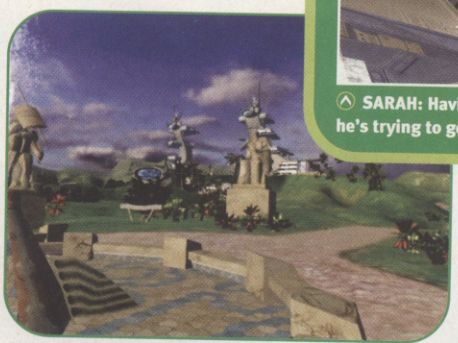
Your adventure will take you to locations reminiscent of the Caribbean and Ancient Greece. Each of the seven huge areas will have its own aircraft, characters and weapon pick-ups. Learning the landscape will be an important part of the game, as it's specifically designed so that you use the dips, curves and canyons to avoid enemy fire and blow those suckers back to the hole they came from.

That doesn't make them easy kills. Enemy ships will react to your fire and take evasive action. In some instances this affects how the level progresses: it could be the difference between an all-out firefight and a stealthier route through the level. Look out for the game just before Christmas.

The real-time explosions are impressively animated

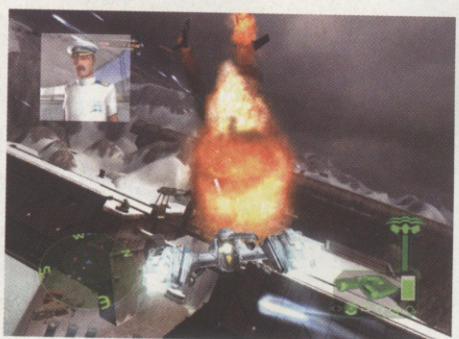
Magnus tries to work his magic with the laydeez

Aircraft range from small freighters to huge battleships



You need to get to grips with each of the landscapes

Auto-aim upgrades can make a great difference in dogfights



Characters appear on your monitor to give you hints

A BIT OF A CHARACTER

This game is big on characters. There'll be tons for you to meet throughout your missions, from pirates to scientists and engineers, all an integral part of the story. Here are some of the most important.

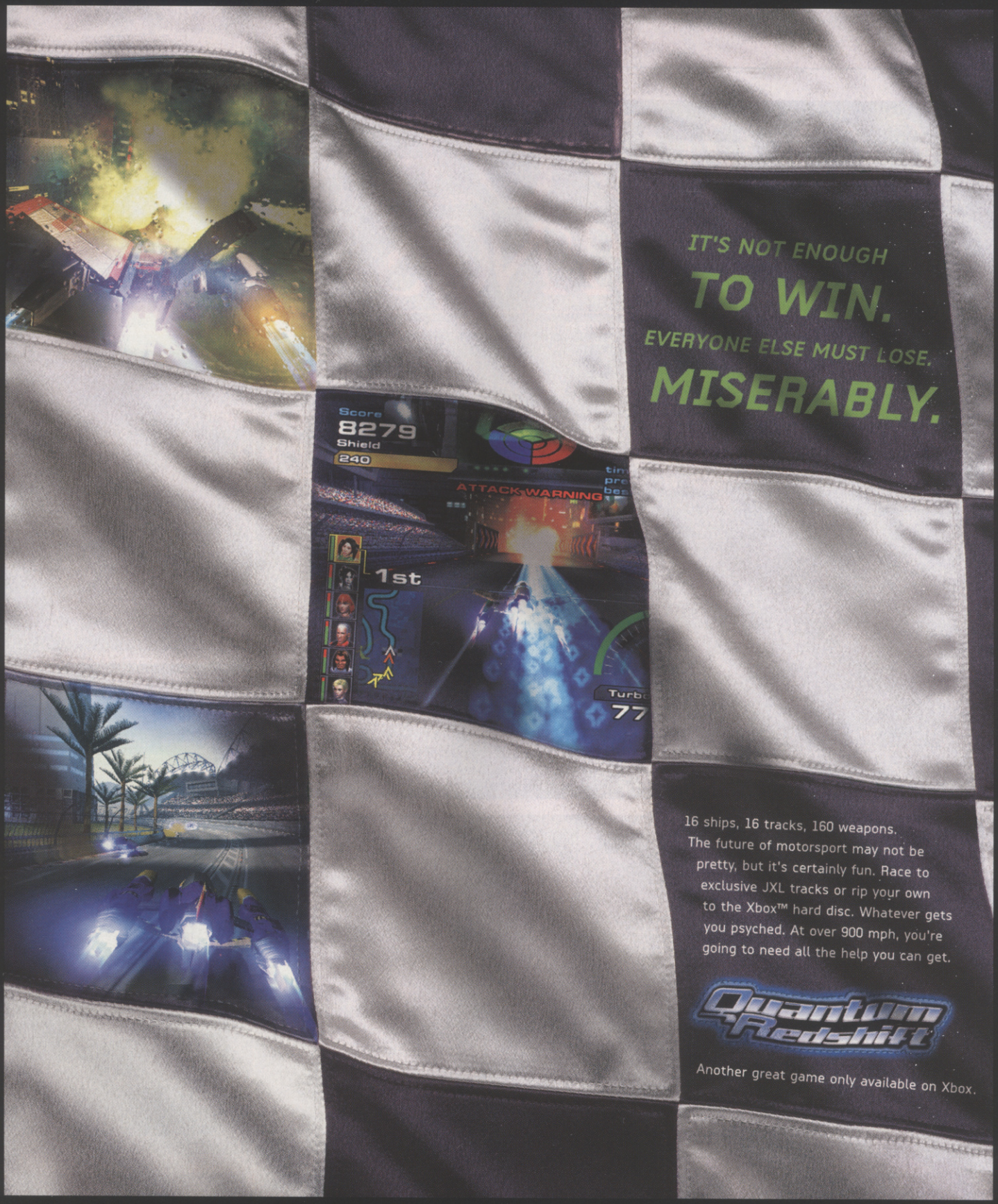
MAGNUS TIDE: The Hero has bought himself a new ship to do one final, big job. Smart talking and hard

CHEEK LU: The Pirate Leader. She's sassy and kicks ass. Starts off as Magnus's enemy, but is won round

SARAH: Having lost her last job because of Magnus, he's trying to get back into more than her good books...

CVG RECKONS

The machines are well animated, the graphics are crisp and the story is coming together nicely. All in all, looking like a Christmas treat. Jimmy



"Has to be seen to be believed"... "It totally humiliates Wipeout in ways only a Dominatrix could imagine" **XGamer**

XBOX

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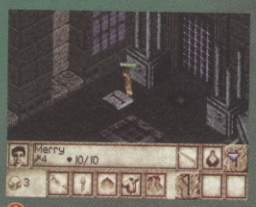
LORD OF THE RINGS

FORMAT: **GBA** OUT: **END OCTOBER** DEVELOPER: **POCKET STUDIOS** PUBLISHER: **VIVENDI UNIVERSAL**

We wouldn't drink in a pub called the Prancing Pony

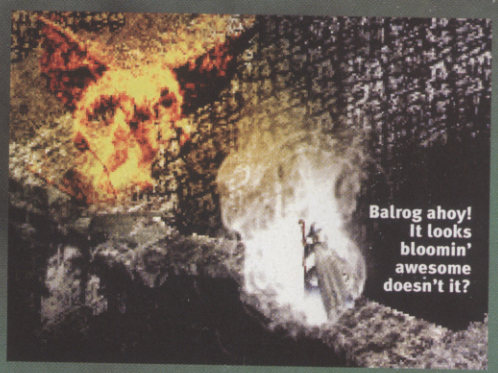
As the LOTR battle hots up on the GBA, the smart money is on Vivendi's smooth little number. Unlike EA's effort (see opposite), this recreates the world of furry-footed hobbits straight from the original book.

The Vivendi game is going for the more traditional role-player hook, with basic levelling up, different armour and weaponry and loads of little quests packed into a huge gameplay world.



You'll be scratching your head in the dungeons

Frodo escapes the Dark Riders in yet more loveliness



Balrog ahoy! It looks bloomin' awesome doesn't it?

Check out your fearsome fellowship in this Moria battle

POCKET-SIZED BEARDS

Although it's going to be more puzzle-orientated and less combat-heavy than The Two Towers, there's still plenty of trouble you can get yourself into. During fights you'll be able to control all nine members of the Fellowship in turn to overcome your foes. Plus you'll find out the proper use for a firework and you'll never leave home without your sandwiches!

CVG RECKONS

Lord Of The Rings done role-player-style, just the way it should be. Rhianna

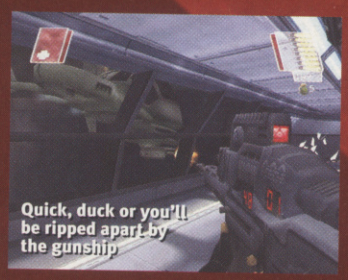
RED FACTION II

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **VOLITION** PUBLISHER: **THQ**

Remember the scene from The Matrix where Neo and Trinity penetrate the high-security tower block to rescue Morpheus? All hell breaks loose after Neo rips through the guards with a pair of machine pistols and then goes to work on the back-up troops.

Now imagine you're in the middle of that firefight, your Uzis tearing through soft flesh and sparking computers in a fierce battle to the death. Welcome to Red Faction 2.

This time there's more of the same high-octane first-person blasting, but with more weapons, more enemies to destroy, a stronger plotline and scenery that gets destroyed with every shot fired. The multiplayer includes more game modes, enemies behave more intelligently, and the guys on your side will now back you up.



Quick, duck or you'll be ripped apart by the gunship

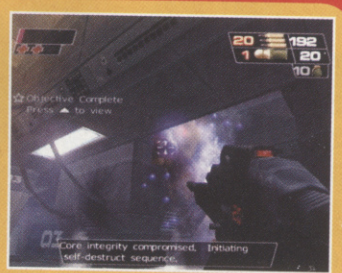
The enemy AI isn't that great, at least at this early stage

RAZING HELL

Got yourself a grenade launcher? Then you won't be hanging around waiting for the action to come to you: you'll be able to destroy pretty much anything in your path, blowing holes in walls and bringing down walkways that then open up new sections of the game.

Blow a hole through this window and toast the guys lurking inside

The main gate is closed, so make your way in by destroying the wall



Some objectives even require you to destroy scenery like this generator

Among others, you can play as slasher Aragorn, bow-bending Legolas, ring-wielding Frodo and transvestite Eowyn

In character-specific levels, Gandalf vanquishes the Balrog in Moria and Frodo creeps through Sauron's Tower of Baradur

Eowyn is a mêlée character with special moves. She favours the sword

THE TWO TOWERS

FORMAT: **GBA** OUT: **NOVEMBER 8** DEVELOPER: **AMAZE ENTERTAINMENT** PUBLISHER: **EA**

We can see it now. Crusty Lord Of The Rings nutters blocking the streets of Chertsey, burning their beards and chanting "Free The Fellowship four!" in protest over EA's new Two Towers game for GBA. Frankly, they'd have a point. Why *is* cross-dressing Eowyn a playable character while Sam, Merry, Pippin and Boromir are not?

The answer: because this LOTR game is based on EA's movie licence for the first two movies and so Amaze can pluck out what it reckons will be the best heroes to play. Oh, and because you don't have to give a toss about the books to be a LOTR fan these days.

Gameplay is action-heavy, with simple levelling up and combat systems. In-game interaction between heroes seems to be minimal, and on levels involving other Fellowship members, they tend to run off and leave you to make your own way. Gits.

One of the most exciting features in the game centres around Frodo's use of the One Ring. It's cool for making yourself invisible to slip past enemies, but a wise player will use it with caution. Wear it for too long, you see, and an icon warns you that the Lidless Eye is getting close to finding you – eventually Ringwraiths appear and you have to fight them!

You can also be Gimli – but only if you link-up for some two-player action

CVG RECKONS

Lightweight for sure, but different endings and character-specific levels, plus a Diablo 2-style random item generator, should add enough variety. Pete

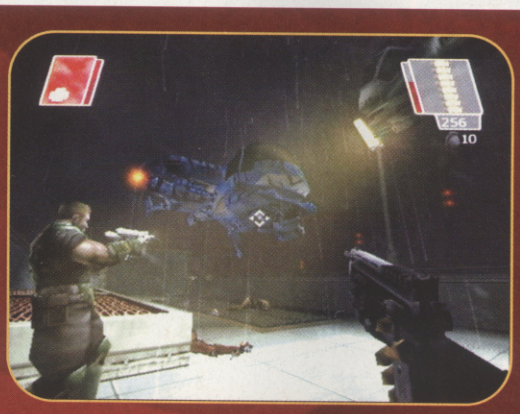
COMMONWEALTH GAME

The battle of power between corrupt dictator Sopot and the Commonwealth has left a trail of death and destruction in its wake. But rather than sit down and talk through the problem in hand, man to man, you're sent in to sort it all out once and for all – by assassinating Sopot and crushing his evil army.

Your attack squad is made up of you and five other 'super soldiers', skilled combat troops who have been genetically enhanced using nano-technology. This means you're faster and more lethal than the poor suckers you come up against. You've also been trained to use armoured vehicles plus some 15 different weapons.

As well as fighting on your own two feet, you clamber into the back of a dropship, manning the cannons and mowing down the enemy from above. Tanks also provide much needed back-up in the heat of a firefight, and there's even the chance to take a submarine for a spin as you progress through the game.

And as if that wasn't enough, there's more than one way to complete the game, so even when you've ripped through Sopot's army once, there are plenty of other ways to vent your anger. Sweet.



An enemy hiding behind scenery? Doesn't matter, let rip and watch the bullets shred the desk and puncture his body

You're often joined in battle by a tooled-up solider who helps out when the going gets a big tough

Double Uzis! Tear that sucker apart, John Woo-style

CVG RECKONS

Looks sharp and plays fast, but it's the full-on destruction that we really dig. The multiplayer can't get near TimeSplitters 2 but for a solo experience, this is looking pretty tasty. Alex S

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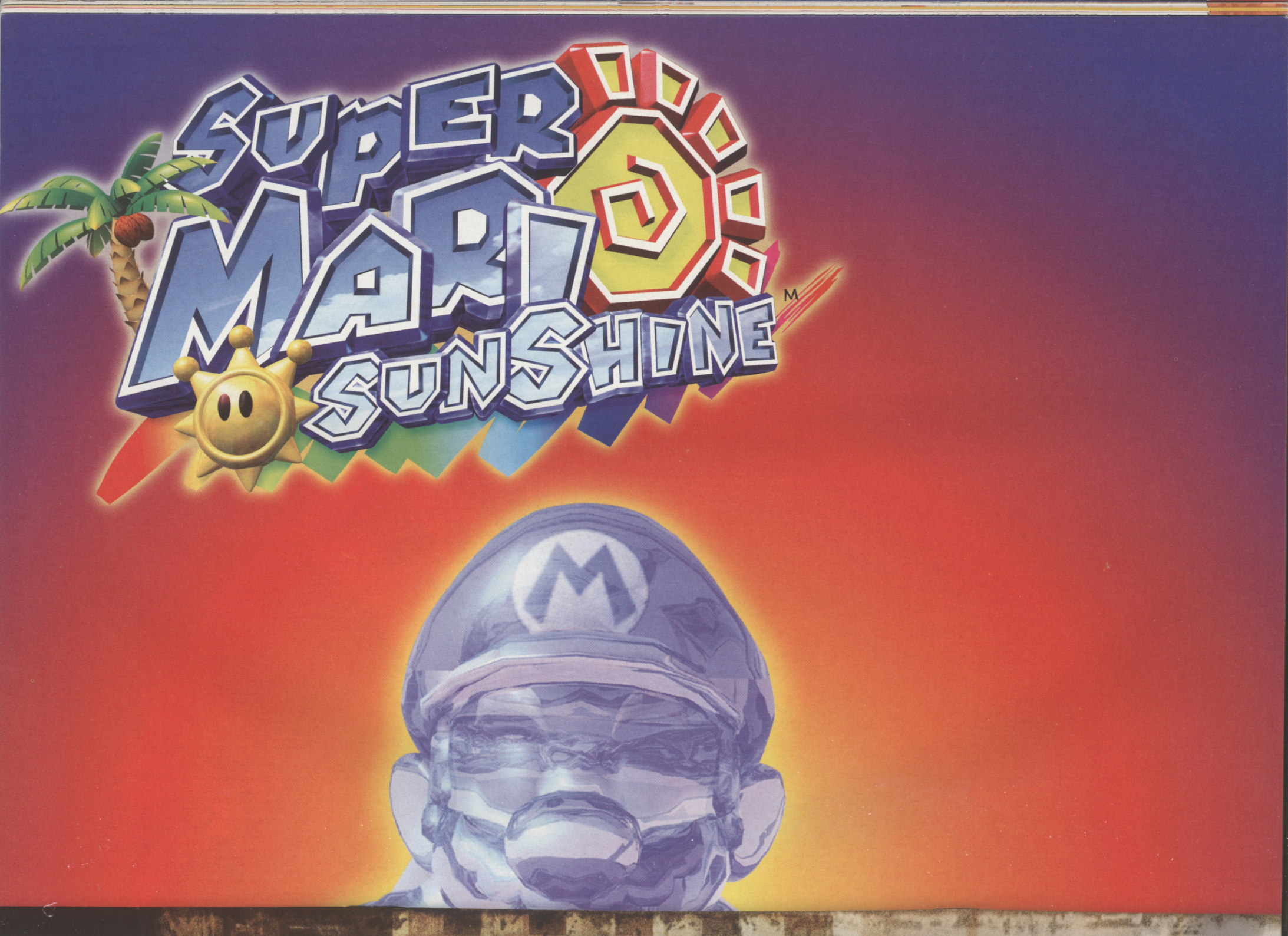

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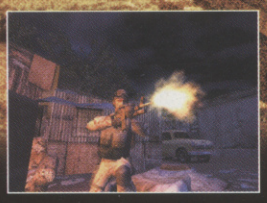

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PC CD-ROM

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HUNTER'S MAILBAG

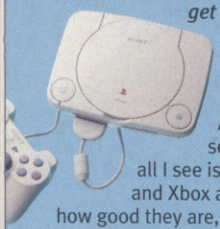
Don't keep your opinions to yourselves. Write to us, then all your friends can have a hearty chuckle at your expense. Great! You can send a letter to: Mailbag, CVG, Dennis Publishing, 30 Cleveland Street, London W1T 4JD. Alternatively, email us at mailbag.cvg@dennis.co.uk. For texting details, see next page.

SUPERMAN LIVES

I was wondering if you could do some articles on the upcoming Superman games. There are three coming out – on PS2, Xbox and GBA – and they look amazing. I'd say he's going to squash Spider-Man in the videogame arena (and he's got something to prove since the N64 debacle) and when the 'Batman Vs Superman' movie comes out, Kryptonite or no Kryptonite, he's gonna put a hurtin' on The Dark Knight. Please, more info on The Man of Steel's games and keep up the good work.

John McCarthy, Cork

Whoa there! All in good time, Mr McCarthy, all in good time. We'll get stuff soon, so be patient...



PS SHUN

As I read the letters section in your mag all I see is that GameCube and Xbox are getting credit for how good they are, but does anyone give the PSone any credit? No they don't! And how come you don't review PSone games any more?

Daniel Green
Preston, Lancs

The PSone provided us with many, many hours of gaming pleasure and still will when we revisit old classics.

However, the sad fact is that the really exciting games are being released on other formats... Soz.

THIS MONTH'S THOUGHTFUL LETTER

I bought a Game Boy Advance hoping that a large back catalogue of games would be ported to it, from some of the great arcade games released in the late '80s and early '90s.

As it stands there are a lot of good games, with a handful of classics, mainly from SNES ports, but the only arcade game from this era that appears to have reached us is Final Fight from Capcom. Street Fighter by Capcom also appears but they have milked this title so much it's not worth mentioning.

With Sega doing lots of multi-format stuff, I believe that Golden Axe and OutRun will be released for the GBA at some time. This is obviously a step in the right direction, as I feel that the GBA is most suited to side-scrolling action games or ones that are not too taxing on this machine.

However, the likes of Konami are bringing out Silent Scope on the GBA and, at a later date, a release of Aliens Vs Predator, which I hope doesn't try to emulate the PC version.

Pushing the GBA to the limit with PC-spec games must be admired, but when you have machines such as the Xbox, GameCube and PlayStation, which have more power in the hardware department to cope with these games, then why bother?

I don't know if a great deal of arcade ports will be released on the GBA, but it would be nice to see the likes of Aliens, The Simpsons, Chase HQ, Double Dragon and Splatterhouse, to name a few...

Douglas Watt, Livingston

GOLDEN BONE

LUIGI THE TEA LEAF

Mr Miyamoto isn't as creative as I thought he was. I buy your magazine every month and I think it is the best. I have read others, but I prefer CVG. Love the new look.

I was at my nephew's house and he is a lot younger than me so we ended up playing Monopoly Junior. If you haven't played the game, when you land on a certain space you play a mini-game. One of the mini-games that I ended up playing had me in a haunted house sucking up ghosts with a vacuum cleaner. Sound familiar? Everybody thought Luigi's Mansion was a new idea but it is exactly the same idea as the mini-game on Monopoly Junior.

Matthew Hall
Farnworth, Bolton

P.S I'm addicted to Advance Wars

Nice one, Mr Hall. Doesn't stop Luigi's Mansion from being a top game, though, does it?

JOYTECH

Your pearls of wisdom could blag you free gear! We've teamed up with those purveyors of fine add-ons at JOYTECH to offer each month's Golden Bone letter-writer some free quality peripherals. If the PS2 goodies below don't grab you, we've also got bundles for Xbox, PSone and GBA. So make sure you mark your name and address clearly.

JAKE'S DILEMMA

This is my first letter to you, and I've decided to make it a complaining one. I was reading your back issues and I'm sick of people saying how wonderful online gaming is. Don't they realise that it's going to cost a fortune?

After paying £45 for a game, I don't want to pay for my game account, broadband connection charges and Internet charges. I couldn't pay for it myself if I wanted to. I'm 12 years old and there's only so much sucking up I can do. If my parents have just bought me a £50 game they'll be pretty hacked off for having to pay about £400 for me to play it online with a quick connection speed.

Jake Harding
Branscombe

CVG STINKER

RESIDENT DWEEBIL

Call me an old fart and a boring old git, but I think I've grown out of games. After all, your last two covers have been for Resident Evil, a game I've played, many, many times on PSone, and Mario and Zelda, two games characters so old they should be drawing pensions. Is it just me or is there a sense of déjà vu? Of taking old, old characters and games and simply putting them in next gen clothes, so we'll all go ooh and aah at the pretty new graphics and conveniently forget the fact that we're simply playing the same old games over and over again. I expect I'll get the stinker letter for this.

Richard Butterworth

Yeah, and you're a boring old git and fart. Bet you haven't played Mario Sunshine, have you? No. Nor have you played Resident Evil (on GameCube), have you? No. Bah, why do we bother?

RESIDENT EVIL CORNER

I think I may have found out what Resident Evil Zero is. It's the movie. I think this because it fits. The mansion in the movie was the Spencer mansion, therefore the movie was set before the first game as the mansion wasn't blown up yet. It ended somewhere in the middle of the third cos the hospital hadn't been blown up yet. Do you think I could be right?

Gamenater

I just read the Resident Evil review you did last issue and it was very good, but there was one mistake I noticed. In the big bold letters on the first page you said, "The original survival horror is reborn", well, Res Evil isn't the original survival horror game. Alone In The Dark started it all, although it was a little 'tame'.

Hitomi

SHORT STUFF

I can't get into Halo.
Sanu Miah
Then there is no hope for you, friend. You're banned from reading CVG.

I bought a GameCube on the launch day and it's THE best console ever.
Lee, County Durham

I could really use a toaster round about now.
Kieran O'Connor

I just wanted to say that your CVG Top Fives is a really good addition to your reviews. If a game continually makes the Top Five, it must be worth having.
Richard Clark, Gillamoor, Kirkbymoorside

Will Hunter: The Reckoning be coming to any of the other next gen consoles? It looks great and I only have a PS2.
Glenn Lawrence

Please tell me if Res Evil 0 is coming out on Xbox or PS2.
Nigel Lowe
No!

Yeah, we're well aware of the expense of online gaming, which is why we're not mad about reviewing the games.

A MARIO BEATER? (CLUE: NO)

Blinx looks set to be the new Microsoft mascot and heavyweight contender for best platformer around. Mario has held the title for over 20 years and Sunshine looks like another classic, but Mazza better watch his back because the new feline contender looks quite special. Blinx The Time Sweeper could be the new Mario for the future of gaming.
Nyamekye Anderson
Well, we've just given Mario 10/10, so yeah, Blinx had better be pretty good if it wants to be a Mario beater (and, uh, between the rest of us, it ain't fit to wipe the grease from Mario's overalls).

LIGHTWEIGHT

I'm sure many people have written in about the GBA to say how good it is. I, however, am very disappointed. I bought two of them, games, and a link cable. I think the games could be excellent, but I'm not sure. You see, I am unable to keep my GBA in the right position for long enough. What do I mean by this? Well, I can hardly see the bloody screen. What's the point of good graphics (at least I *think* they are, judging from your colourful screen shots) if I can't actually see them?

I even wrote to Nintendo. It said that "no one else had complained" and "if it were backlit you wouldn't be able to use it outside."

Well, I can't most of the time anyway. In fact, I think if I'd realised what it was like I'd have bought a second-hand Game Gear – at least you can see what you're doing. After all, great games are pointless if there's no fun trying to use the damn machine.

So how about everyone else (if there is anyone) who finds the screen a problem campaigning Nintendo to make a proper one so that we can see all the lovely vibrant colours?
Alcjsmyth
You're right, the light thing can be a problem, although it's never stopped us enjoying our GBAs. What we want to know is how come you bought two of them before you realised there was a problem? Anyway, turn to page 8 to see how to backlight your GBA.

ASK THE OFFICE

Is Metal Gear Solid 2 as good as you say it is?
Andrew Robertson
Leith, Edinburgh

Lee: *It's good but let down by the end. The first game was better.*

Mike: *The action is better but there's not enough of it. The action that is on offer though is the best around...*

Paul: *It does everything that we said was exciting about it, and it is amazing, but it's too short and controlled.*

THE PEOPLES SPEAKS HIS MIND

Everybody is talking about graphics on consoles these days and Internet access on them. But haven't some of you forgotten about the machine that can go one step further? The machine that is three times faster than the Xbox and does more than just play games? With LAN gameplay at its command?

Yes, I am talking about the PC, my friends. A PC will last longer than any console. Take a look at Quake III, Morrowind, Half Life and GTA III, some of the greatest games ever. That's what all of you are missing! Welcome to the PC world! Great mag, by the way!
Gareth Peoples
Yeah, and four times more expensive, and restricted to a desktop monitor. Nice one, Gareth.

CUT YOU DOWN

I'm a new reader and I think your mag is cool because you provide posters, cheats, excellent reviews, good...
Sam Mendez, Wolverhampton
You forgot to mention the superb way we edit your letters.

"HELP ME, OH WIZARD"

Meet the Wizard. Our grizzled guru can tell you which next gen console would suit you best, based on your personal tastes. We accept no responsibility if he's wrong, or stupid or just a bit smelly...*

Dear Greatest Wizard,
I own an N64, PSone, Sega Saturn and Game Boy Advance. My three favourite games are: Legend Of Zelda Ocarina Of Time, Deus Ex and GoldenEye. My three favourite films are: Star Wars, Shrek and The Godfather. Be grateful for any advice. Thanx a lot for ur help.
Alex
Young man, that is not how you spell 'thank you'. Oh, never mind. With Star Wars Clone Wars and Zelda both heading for the GameCube, I recommend you buy one of those.

I've currently got a PSone and a GBA. My favourite games ever are Streets Of Rage 2, Final Fantasy VII, and GTA2. My favourite films ever are: Terminator 2, Lord Of The Rings and Rush Hour 2. So what next gen console should I get?
Sean Mendez
Firstly, young Sean, you should learn a little respect and address the Wizard properly. Secondly, you should clearly buy a PS2 for more Final Fantasy and Lord Of The Rings, GTA: Vice City (at the end of the year) and Stuntman.

Current consoles: PS2, Sega Saturn, Game Boy Advance.
Treeskunk
Treeskunk, you tiresome timewaster, you already HAVE a next gen console. Don't be greedy. Next!

I am writing for the meet the wizard thing. I currently own a Dreamcast. My favourite three games ever are: Shenmue (Dreamcast), Super Mario Allstars (SNES) and VF4 (PS2). My three favourite films ever are Bad Boys, Leon and Life. I don't mean to be too fussy or anything, and I am not doubting the accuracy of your test, but please could you give me a reason why you made the choice you did, because I want to be sure I have made the right decision. Thank you, Wizard!
Omar Amlan
You dare question the might of the Wizard, impertinent pup! I suggest you opt for a PS2, partly due to your most recent games choices, Shenmue and VF4. Obviously you can play VF4 on your PS2, and I believe the Final Fantasy series might scratch your Shenmue itch.

I own a Nintendo GameCube, a PS2 and a medium-high-powered PC.
Kev
So why do you want to know which next gen console to buy? You already have enough. Now be gone before I set a cave troll on you.

Plz help me, Oh Wizard. I have a Dreamcast, and would like to get a next gen console, but don't know which. My three fave games are: Streets Of Rage 2, Sonic 3 and Final Fantasy IX. My fave three films are: Terminator 2, Predator and The Shining. Thanx 4 ur help
DJ Seaborn
Oh, will you please learn to spell before you insist on clogging my inbox with your requests. Your answer, though it pains me to reward you with one, is PS2.

I am in a dilemma over what console to buy (Xbox, PS2, GC). I have just sold my PSone to buy a newer console – PLEASE help. I have currently got a GBA.

My three favourite games ever are ISS Pro Evolution 2, Championship Manager, and Sonic The Hedgehog. My three favourite films ever are Lord Of The Rings, Toy Story 2 and The Mummy Returns. You're the greatest.
S Linsell
I know that. And I hereby recommend you buy a PS2.

***If you require the wizard's help, send us an email marked 'Help Me, Oh Wizard' stating your current console, three favourite games and films.**

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5. By entering the competition all participants agree to be bound by the Terms and Conditions set out in the promotional material.

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Only the best spies stand a chance of winning our LEGO Spybotics competition. One lucky CVG reader can win a full set of four Spybots. Simply follow the instructions below then fill out the coupon and send to: Spybotics Competition, CVG Magazine, Dennis Publishing Ltd, 30 Cleveland Street, London, W1T 4JD.

HOW TO ENTER:

- Go to www.LEGO.com/spybotics
- Choose your language
- Click on COVERT TOOLS
- Select the ENCRYPTION MACHINE tab at the bottom left of the screen (you will need the Shockwave Flash player for this to work; most PCs will already have this installed)
- Enter the following secret message into the text window on the right:

844gdfcffejfeeebehbfafdffef295

- Answer the questions below . The numeric answers you get are the co-ordinates you will need in order to decode the secret message!
- Move the pointer of the 'IRIS ENCRYPTION' on the left of the screen so that the co-ordinates match the answers to the questions. (The answer to Q1 goes on the left, Q2 on the right)
- Now click on the 'Decode Text' tab. If your spying skills are good enough, you'll reveal the secret word. Tell us what that word is to stand a chance of winning the prize.

QUESTION 1: The maximum number of players that can take part in multiplayer Spybotics missions plus 73.

QUESTION 2: The number of pre-programmed missions each Spybot comes programmed with, multiplied by 10, plus 4.

GET THE MOST OUT OF THE GAMES YOU'VE GOT

EXTENDED PLAY

Still can't handle all the hidden tapes on Tony Hawk's? Or are you embarrassed by the problems you're having knocking 'em in on ISS2? Don't bother practising – just cheat, with the aid of this month's selection of killer tips!

PRISONER OF WAR

PS2 XBOX Enter the following codes in the Passwords section. A message will confirm correct code entry. Some need to be activated in the Secrets menu.

EFFECT	CODE
Infinite goodies	DINO
All events in the day	ALLTIMES
Core events	CORETIMES
First-person mode	BOSTON
Top-down mode	FOXY
Defiance	FATTY
Change guard size	MUFFIN
Increase perception	QUINCY

CT SPECIAL FORCES

XBOX Even more GBA goodness from Vince Mainolfi, lord of cheaters. These cheats allow level access with character select enabled.

LEVEL	CODE
World 1	0202
World 2	1407
World 3	2704
World 4	0108

MEN IN BLACK II: ALIEN ESCAPE

PS2 The sequel makes it onto PS2, and to make your life easier, enter any of the following codes at the Press Start screen. An object will flash on the screen to confirm correct code entry.

INVINCIBILITY: Right, X, R1, Triangle, Up, L2, X, Left, L1, Circle, X, R2
ALL WEAPONS: Up, Down, X, Square, R1, Triangle (2), Left, Circle, L1 (2),
LEVEL SELECT: R2, Triangle, Left, Circle, Square, L2, Left, Up, X, Down, L2, Square
FULL BOLT: Left, Right, Up, Down, L1, Circle, Triangle, R2, Left, Down, Square (2)
FULL SPREAD: L2, R1, Circle, L2, Down, Up, L1, Right, Left, X
FULL HOMING: Right, Up, Square, L1, Left (2), L1, Left, Circle, Left
FULL BEAM: Left, Circle, Triangle, Right, L1, Square, Left, R1 (2), Triangle
FULL AREA EFFECT: Left, X, Triangle, Up, X, Down, Square, L2, Left, R2
NO POWER-UPS: Down, Up, X, Square, Down, Up, X, Square, L1, L2, Square, Circle
BOSS MODE: R1, Triangle, Down (2), X, L2, Left, Square, Right, Triangle, R2, L1
TRAINING MISSIONS: Square, Up, L2, Left, Triangle, X, R2, Circle, Right, R1, Square, Circle
AGENT DATA: Up, Down, Circle, R2, Left, L2, Right, X, R2, Square, Up, R1

REALLY STUCK?

Totally stumped by a game? Ridiculed by your mates? There is hope: The Computer And Video Games Tips Helpline.

0906 466 4659

Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantees to find you an answer within 24 hours.

Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

GRAND THEFT AUTO III

PC Enter any of the following codes during gameplay by just typing them in. A message will flash at the top of the screen to confirm correct code entry.
CLEAR WEATHER: skincancerforme
CLOUDY WEATHER: ilikescotland
RAINY WEATHER: ilovescotland
FOGGY WEATHER: peasoup
INVISIBLE CARS, WHEELS ONLY: anicesetofwheels
FLYING CAR: chittychittybb
IMPROVED CAR HANDLING: cornerslikemad
GORE MODE: nastylimbscheat

STUNTMAN

Enter one of the following codes as your name when starting a new game. A message will confirm correct entry. Off you go now. It's time to pull off some super-scary stunts.

DRIVING GAMES: Bindl

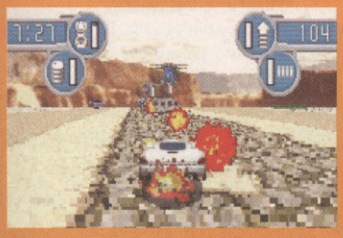
TOYS: MeFf

TRAILERS: fellA

CARS: spiDER

SPY HUNTER

GBA You can unlock the game's Arcade mode by entering your name as EDACRA.



JEREMY MCGRATH SUPERCROSS WORLD

GC Input the following codes at the main menu. The lower part of the screen will flash a message if you do it right.
UNLIMITED TURBO: Down, Down, Down, L, R, Z
MOON GRAVITY: Left, Right, Up, Down, B, B
BOUNCY BIKE: Up, Up, Up, Y, Y, X, X
BIG HEADS: B, X, R, L, Right
TINY MODE: L, Z, Left, Right, B, B
TAG MODE: Z, X, Z, X

ENCLAVE

Here are some tips to help you on your way through one of the most gorgeous games around at the moment on PlayStation 2.

GOD MODE: Pause game and press X, Y, X, X, Y, Y, X, Y, X, X, Y, Y

FINISH LEVEL: Pause game and press X, Y, X, X, Y, Y, X, Y, X, X, Y, Y

DARK CAMPAIGN: Press X, Y, Y, X, X, Y, X, Y at the episode select screen

EARTH GOLEM: Here, you need to beat the Light campaign

STONE GNOME: While here, you need to beat the Dark campaign

THE SUM OF ALL FEARS

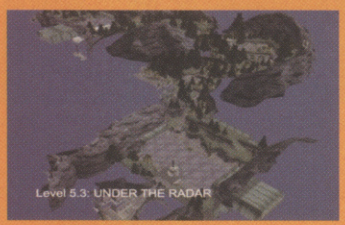
PC Press Keypad Enter during gameplay and then type in one of the following cheats.

INVISIBILITY FOR CHARACTER: shadow
INVINCIBILITY FOR TEAM: teamshadow
GOD MODE FOR CHARACTER: superman
GOD MODE FOR TEAM: teamsuperman
UNLIMITED AMMUNITION: ammo
REFILL AMMUNITION: refill
RUN FASTER: run
SUICIDE: god

MEDAL OF HONOR: FRONTLINE

PS2 It's back to World War II with Lt. Jimmy Patterson, armed to the hilt with 18 authentic weapons. Enter these codes on the enigma machine to unlock some extra movies.

MAKING OF D-DAY SEQUENCE: BACKSTAGEO
MAKING OF NEEDLE IN A HAYSTACK SEQUENCE: BACKSTAGER
MAKING OF SEVERAL BRIDGES TOO FAR SEQUENCE: BACKSTAGEF
MAKING OF THE HORTEN'S NEST SEQUENCE: BACKSTAGES
MAKING OF STORM IN THE PORT SEQUENCE: BACKSTAGET
MAKING OF ROLLING THUNDER SEQUENCE: BACKSTAGEI

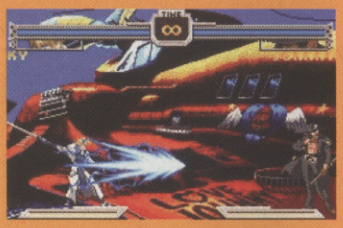


GUILTY GEAR X

GBA **DIZZY**
Play Survival mode and defeat Dizzy's daredevil version.

TESTAMENT
Play Survival mode and defeat Testament's daredevil version.

ORIGINAL MODE
Beat Survival mode in order to unlock the Original mode.

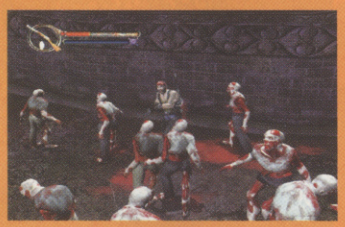


HUNTER: THE RECKONING

XBOX **WEAPONS**
During gameplay press B, Up, Left, Down, Right, B, B.

FULL WEAPON DAMAGE
During gameplay press Down, Down, B, Y, Down, Down.

SOUND TEST
During gameplay press Left, Left, B or Right, Right, B.



ENDGAME

PS2 **ALL WRESTLERS**
Go to the main menu. To enter a code pull the trigger multiple times according to the letter of the alphabet in the cheat code.

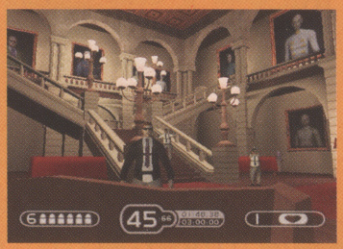
ARCADE MODE
Enter BLAM: Fire (x2), Reload, Fire (x12), Reload, Fire, Reload, Fire (x13), Reload.

COUNTRY CHALLENGES
Enter ABROAD: Fire, Reload, Fire (x2), Reload, Fire (x18), Reload, Fire (x15), Reload, Fire, Reload, Fire (x4), Reload.

MIGHTY JOE JUPITER MINI-GAMES
Enter MIGHTIER: press Fire (x13), Reload, Fire (x9), Reload, Fire (x7), Reload, Fire (x8), Reload, Fire (x20), Reload, Fire (x9), Reload, Fire (x5), Reload, Fire (x18), Reload.

JUKEBOX AND MUSIC
Enter LETSBOOGIE: press Fire (x12), Reload, Fire (x5), Reload, Fire (x20), Reload, Fire (x19), Reload, Fire (x15), Reload, Fire (x15), Reload, Fire (x7), Reload, Fire (x9), Reload.

UNLOCK EVERYTHING
Enter MEBIGCHEAT: press Fire (x13), Reload, Fire (x5), Reload, Fire (x2), Reload, Fire (x9), Reload, Fire (x7), Reload, Fire (x3), Reload, Fire (x8), Reload, Fire (x5), Reload, Fire, Reload, Fire (x20), Reload.



CRAZY TAXI 3 HIGH ROLLER

XBOX **EXPERT MODE**
In the Character Select screen highlight a driver and press down White + Black followed by A. A message will confirm correct entry.

NO ARROWS
As before, only hold down White and press A.

NO DESTINATION MARKERS
Same again, only this time hold down Black and press A.

YOUR BEST TIPS

Every month the best reader tip will be printed and will score one of the latest games as a prize. Send your tips to:

cvgtips@dennis.co.uk or

THE DOGHOUSE,
COMPUTER AND VIDEOGAMES,
DENNIS PUBLISHING,
30 CLEVELAND STREET, LONDON W1T 4JD

LEGENDS OF WRESTLING

ALL WRESTLERS

PS2 At the main menu quickly tap in Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. You will get a confirmation if you've done it correctly.

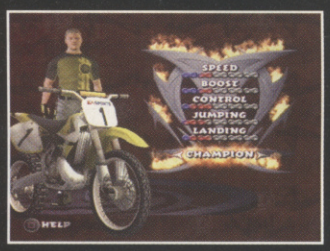
SOLDIER OF FORTUNE 2 DOUBLE HELIX

PC Open the console by pressing Shift+~. Type in setrandom sv_cheats 1 and press enter. Then type in any of the following cheats.

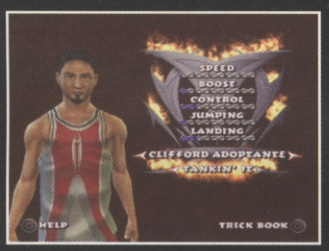
EFFECT	CODE
Toggle God mode	god
Toggles no clipping mode	noclip
All weapons and ammo	giveall
Spawn indicated item	give
Armour	givearmor
Full ammunition	giveammo
Health	givehealth
Stamina	givestamina
Unlimited power	pinkspider
Disable enemy AI	notarget
Never get tired	no fatigue

FREEKSTYLE

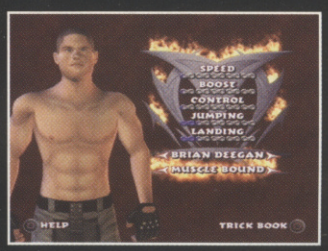
Enter the follow codes in the Enter Codes menu. A message will flash on the screen to confirm a correct code.



MASTER CODE: LOKSMITH



ALLCHARACTERS: POPULATE

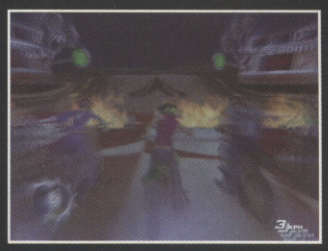


ALL COSTUMES: YARDSALE

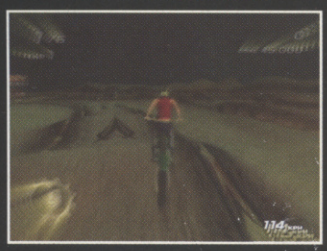
ALL TRACKS: TRAKMEET

ALL BIKES: WHEELS

NO BIKE: FLYSOLO



SLOW MOTION EFFECT: WTCHKPRS



LOW GRAVITY: FTAIL

WARCRAFT 3

Press Enter for the message box, type in a code, then press Enter again. A message should confirm correct code entry.

HARD AND INVINCIBLE: whosyourdaddy

ENTIRE MAP: iseedeadpeople

FAST CONSTRUCTION: warpten

NO FOOD NEEDED: pointbreak

FASTER RESEARCH: whoisjohngalt

RESEARCH UPGRADES: sharpandshiny

UNLIMITED MANA: thereisnospoon

The CHEATMISTRESS presents

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Agent Under Fire
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Alex F's Player Man. '02
Alex F's Player Man.2001
Alone In the Dark 4
Alundra 1 & 2
Amerzone
Army Men RTS
Army Men: Land Sea Air
Army Men: Lock & Load
Atlantis 3: New World

B = 02
Baldur's Gate: Dark All.
Batman Vengeance
Blade
Blood Omen 1 & 2
Breath of Fire 1, 3 & 4
Broken Sword 1 & 2
Burnout

C = 03
C&C: Red Alert 1 & 2
C.Bandicoot: W.of Cortex
C-12 Final Resistance
Champ. Manager 2001 & 2002
Chase the Express
Commandos 1& 2
Conflict Zone
Crash Bash
Crazy Taxi 1 & 2
Cricket 2002

D = 04
Dark Cloud
Dave Mirra BMX 1 & 2
Dead or Alive 2 & 3
Delta Force: U. Warfare
Deus-Ex
Devil May Cry
Die Hard Nakatomi Plaza
Die Hard Trilogy
Digimon World 1, 2 & 3
Dino Crisis 1 & 2
Disc World 2
Discworld Noir
Dracula Last Sanctuary
Dracula Resurrection
Dragonball Z: Final Bout
Draken: Ancient Gates
Driver 1 & 2
Dynasty Warriors 2 & 3

E = 05
Ecco the Dolphin
Enclave
Escape Monkey Island
Evil Dead
Extermination

F = 06
FA P.Lgue F'ball Man.'00
Fear Effect
Fear Effect: Retro Helix
FIFA 2001, 2002 & World Cup
Fifa World Cup 2002
Fin.Fantasy 6,7,8,9,10 & Ant.
Fire Blade
Freekstyle

G = 07
Gabriel Knight 3
Golden Sun
Goldeneye
Gran Turismo 1, 2, 3 & Conc.
Grand Theft Auto 1, 2 & 3

H = 08
Half Life
Halo
Harry Potter
Headhunter
Hidden & Dangerous
Hitman
Hogs of War
Hunter: The Reckoning

I = 09
In Cold Blood
Italian Job

J = 10
J.Bond: Agent Under Fire
Jak & Daxter
Jedi Knight 1 & 2

L = 12
Legends of Wrestling
LMA Manager 2001 & 2002
Louvre: The Final Curse
Luigi's Mansion

M = 13
Martian Gothic
Mat Hoffman's Pro BMX
Max Payne
Maximo
Medal of Honor Frontline
Medal of Honor Underground
Medal of Honor: Allied Assault
Men In Black 1 & 2
Metal Gear Solid 1 & 2
Midnight Club
Mike Tyson Boxing
Monkey Island (Escape)

N = 14
Necronomicon
No-One Lives Forever

O = 15
Onimusha: Warlords
Operation Winback

P = 16
Parasite Eve 2
Pokemon Crystal
Pokemon Gold & Silver
Pokemon Red & Blue
Pokemon Yellow
Prisoner of War
Pro Evolution Soccer
Project Eden
Project Gotham Racing

R = 18
Rainbow Six
Rayman 1 & 2
Red Faction
Res. Evil: Code Veronica
Res.Evil: Code Veronica X
Resident Evil 1, 2 & 3
Robot Wars
Rogue Leader
Roller Coaster Tycoon

S = 19
S Palmer's Snowboarder
Scooby Doo: 100 Frights
Shadow Hearts
Shadow Man 1 & 2
Silent Hill 1 & 2
Sims
Sims Livin' It Up
Smackdown! 1, 2 & 3
Smash Court Tennis
Soldier of Fortune 1 & 2
Sonic Advance
Sonic Adventure 2 Battle
Soul Reaver 1 & 2
Spiderman 1, 2 & The Movie
Spy Hunter
Spyro 1, 2 & 3
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi P. Battles
Star Wars: Jedi Knight 1 & 2
Star Wars: Phantom M.
Star Wars: Rogue Leader
State of Emergency
Stuntman
Summoner
Super Smash Bros Melee
Syphon Filter 1, 2 & 3

T = 20
Tekken 1, 2, 3, 4 & Tag
The World is not Enough
Theme Hospital
Theme Park World
Time Splitters
TOCA Race Driver
Tomb Raider 1, 2, 3, 4 & 5
Tony Hawk's 1, 2 & 3

V = 22
V-Rally 1, 2 & 3

W = 23
World's S. Police Chases
Worms Armageddon
WRC: World Rally Champ
WWF Smackdown 1, 2 & 3

X = 24
X-Files

Z = 26
Zelda
Zelda: Oracle of Ages
Zelda: Oracle of Seasons

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TEKKEN 4 PLAYER'S GUIDE

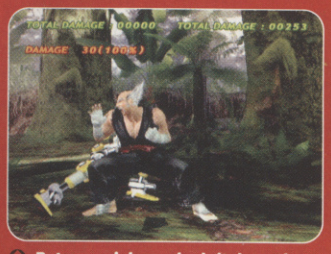
Fight fan Daniel Boutros presents his guide to spanking, Tekken-style

1 A MOVING EXPERIENCE

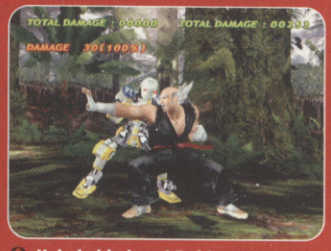
A wise man is reported to have once said that the best martial art is not karate or tae-kwon do, but running. Or at least getting out of the way. Sage words indeed. And funnily enough, this wisdom is also a recipe for success in Tekken. Well, why block a hit when you can dodge it entirely? Side-stepping is easily achieved by pressing up or down on the stick and is definitely the choice of true champions over any counter or parry.

Steady, there... Wait for it...

Okay, here it comes...



Bet you wish you hadn't done that

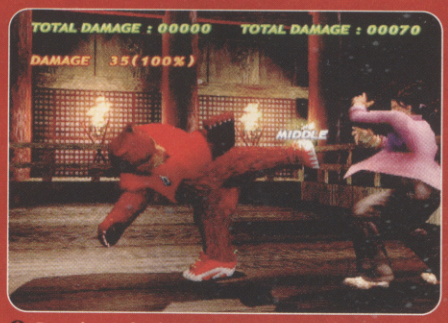


He's *behind* you! Duh!

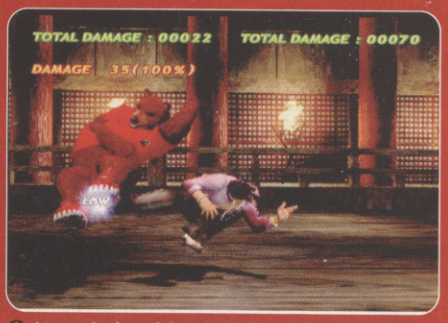
Running can be commanded with a double tap of the stick towards your enemy. Holding the stick fowards in mid-run will break an opponent's guard, pressing LK will do a leaping side-kick and RK will do a floor slide.

Again, these are generic moves all Tekken characters can perform and will be a vital part of your T4 arsenal. Running towards your opponent is a great way to follow up a far-launching attack, combo or juggle.

And he's off... See the dust fly

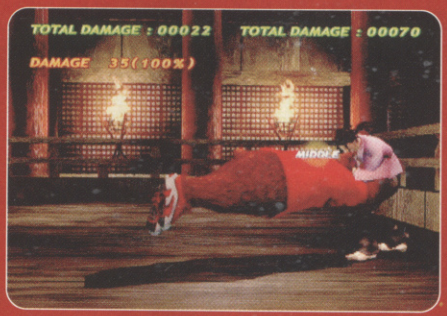


Pressing Left Kick does a leaping side-kick

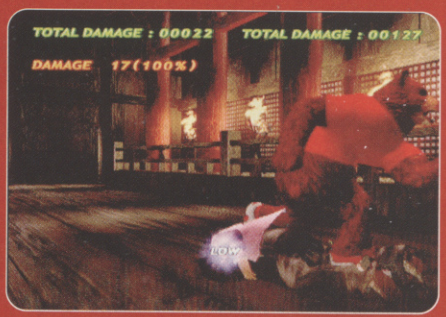


Leave the joystick neutral for a floor tackle

Hold the stick forward for a full-body check



Press both punches for a dive

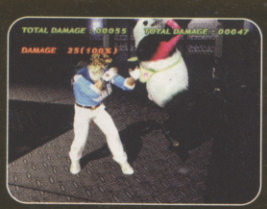


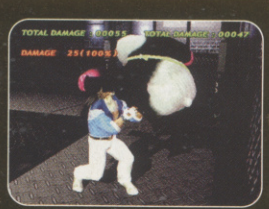
If they can't be arsed to fight, run on their back

2 RUN, FOREST!

So you've found yourself stuck in a corner tighter than Lisa Reilly's waste-band, eh? Don't panic. Up against a wall? Just tap B, B, UB and you can do this. Really...

A simple rule of survival: don't let tiger corner you


Simple rule of survival Number Two: run for it


Third rule of survival: if all else fails, clock fool in head

It's all so easy, even a fat panda like this can do it

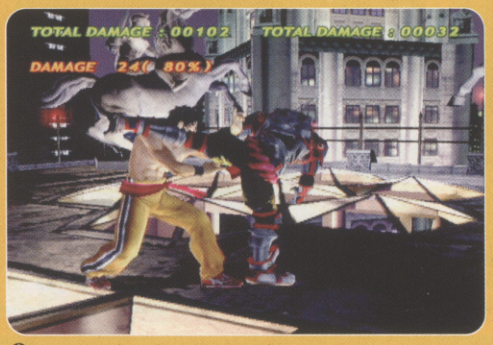
3 GAY PARIS

Parries have been largely overlooked since the grand old days of Tekken 3 but if you can manage to master them, they can make you *very* difficult to contend with.

The game's too fast to rely on them all the time; however, if used at an opportune moment, you can leave an opponent vulnerable to various hells, unleashable at your own discretion.

Low Parries can be performed by everyone, so what are you waiting for! It just takes a well-timed DF tap of the joystick/Dpad. They're especially useful against those who like to sweep a lot.

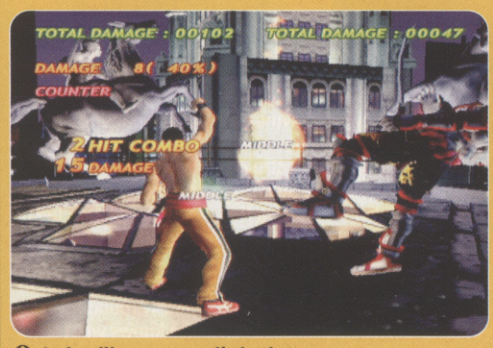
For Law and a few others, High Parries are performed with Back + RP + RK.



Come on then, let's see watcha got

What can this be that I have in my hand?

Let's just put that over there, shall we...



And we'll move you a little *that* way...

4 HIT 'EM HIGH, HIT 'EM... HIGHER?

Juggling. Some people might say it's cheesy. In actual fact, they're bitter because they're really, really rubbish at fighting games.

Success at Tekken depends very much on your ability to hit the other person. If they're floating in midair and can't hit you back, that's even better!

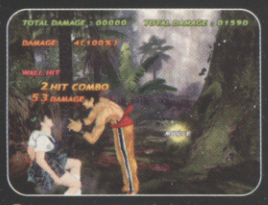
Juggles begin by launching the opponent into the air. You can achieve this with moves that hit the opponent directly up or attacks that bounce them off the floor, or a wall.

Most characters can launch opponents with (tap) down-forward + RP – a simple uppercut. Others have throws, power moves and even kicks that can launch an opponent into Disney-juggle-land.

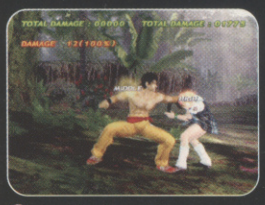
The best characters to practice juggling with are Law and Hiehachi, as their moves are the easiest to perform. Below are some of CVG's current favourites.

Law Combo 1: UF+K...

...Upon recovery...



...Press UF+K



Law Combo 2: B+1...

...Followed by 2...

...And then a 1

Jab as they fall

And now B+2...

...Quickly tap 3...

...And 4 to finish

Hiehachi Combo: F, F, 2 to knock 'em up

Move forward and jab to float 'em

...and again to keep them in the air

Finish with a B+2 for the final insult

5 BUILD IT UP, TEAR IT DOWN

Eventually, all that goes up must come down. It's basic physics, you know.

Here endeth the lesson; back to Tekken 4. When your opponent falls back down, you want him to stay down, right? To properly master Tekken, you must learn to kick a man (or woman) while he (or she) is down. Just try not to get carried away and apply this concept to 'real life'.

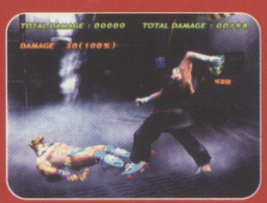
Move in range and wait for him to start twitching...

Christie, Law, Paul and Hiehachi are masters of floor cheese, as not only do they possess specialised sweep attacks – usually performed with DF+RK – but they also possess overhead strikes which can hit those lying down, meaning frustration for those who want to get on up.

A good tactic is to stand just short of their leg's reach and hit them when they move with axe-handles, long-range sweeps or lunging punches.

Cheesy it may indeed be, but let's face it, honour's old hat.

...and BAM! You can repeat this until you're out of reach



And Hiehachi can do this too! The old devil

Nah. Course it isn't cheesy. Who said it was?

TUROK EVOLUTION PLAYER'S GUIDE

Having a dino crisis? Maura Sutton helps you past the Jurassic perils

1 INTO THE JUNGLE

In the first chapter you're thrown straight into a predator-filled jungle with little more than a loincloth and a smile for protection. Much of the jungle levels consists of long grass, dense vegetation and murky swamps and rivers. This is no normal shoot 'em up.

Your main task here is to open portals to the next section with Tarkeen keys, most of which are found hidden out of sight. If you can't find an exit, investigate all suspicious-looking rocky outcrops.

Vines can also be used to escape from apparent dead-ends. If you're faced with a seemingly impassable sheer cliff, try jumping up any trailing green vines. Take care before attempting to swim in the jungle, though, as there may be lurking crocs about.

Jump across the stepping stones to reach the Tarkeen key at the top and open the next portal

Use vines to scale sheer cliffs – but take out any Sleg warriors first or you'll be a sitting duck

2 DAM THE DEFENCES

The first really difficult flying mission. When Mayanna commands you to attack the Transport Jet, stay fixed on its tail and unleash your rockets when you see the red targeting reticule. Mayanna will hold back the other fighters so you can concentrate on chasing down the Transport Jet. If you run out of rockets or your health gets too low, you can fly into the refills, which are suspended from balloons.

After you've downed the Jet, turn your attention to the guns situated either side of the dam, once again using your rockets. When the dam is destroyed, follow Mayanna down a perilous waterfall. This white-water ride is extremely dangerous, as you'll be fighting against strong winds which do their best to blow you towards the rocks.

Fly steadily behind the Transport Jet and spoil his day with your rockets

Pull down sharply on the D-stick to veer upwards when you reach the bottom

The biggest danger when attacking is losing perspective and crashing

Use wing-mounted machineguns to deflect the Sleg ground-to-air defences

3 GROUND ASSAULT

A tricky mission in a narrow ravine with both aerial and ground-based enemies to contend with. The Command Tents that Mayanna orders you to destroy are the dome-like structures strategically placed around the Sleg encampment. They're pretty tough and take several direct rocket hits before they explode, so your best plan is to continue making wide circular sweeps of the area, firing one rocket off at each Command Tent you pass.

There are too many other enemies for Mayanna to handle on her own, so make sure you spray machinegun fire at the armed defences around the Command Tents. Heed Mayanna's advice to keep low – she knows what she's talking about. When you've destroyed all the tents, exit via the giant tube.

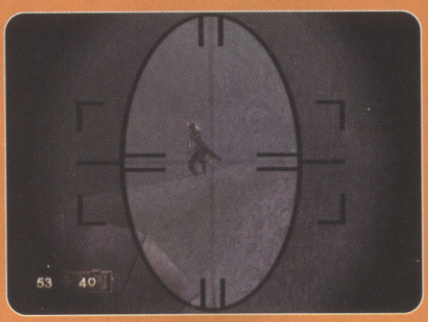
4 ANCIENT RUINS

The flying section ends with a colossal dogfight around an ancient temple. Before the big boss arrives, take out the machineguns around the ruins or they'll cut you to ribbons. Don't be tempted to take out the supply plane that patrols the area as it continuously replenishes the health and ammo power-up balloons.

When Mayanna gives you the all-clear, aim rockets at the highlighted targets on the undercarriage of the airship. Don't bother with the smaller craft or Mayanna will yell at you. When you run out of rockets, navigate the narrow ruins to find the balloons and re-stock.

Steer your Pteranodon gently to avoid crashing

Aim for the more vulnerable areas at the base



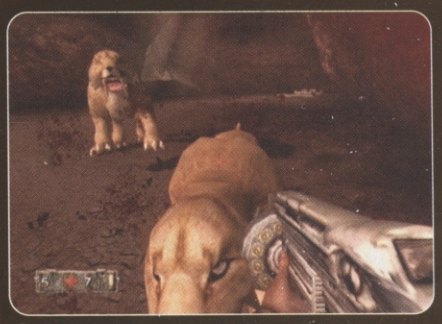
Use your Tekbow zoom from a distance

Jump to the switch, which opens the ape's mouth

5 MOUNTAIN ASCENT

You've survived the steamy jungle and the scorching skies, but they're a piece of cake compared to the mountain-based missions. Here your main enemies are the bloodthirsty Sleg warriors.

Sniping and stealth are key. Use the Tekbow sniper sight to scope out the cliffs and take out the crafty Slegs lying in wait. When you come across a huge ape statue, you'll need to press two switches to get the mouth to open so that you can pass through. The first switch is directly to the left of the ape's mouth; the second is on a ledge overlooking the statue. You can reach it by jumping across the chasm.

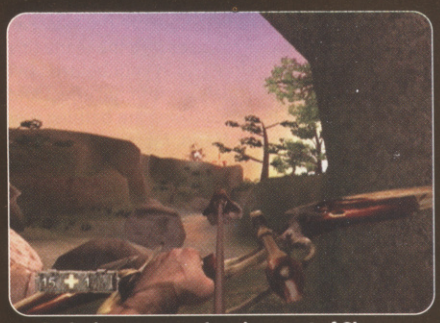


Try to shoot the tigers between the eyes

7 DESCENT

Another very tough level that starts off with an escape from a cave full of vicious sabre-toothed tigers. The Shotgun is your best bet, but if you can manage to target some from a distance, repeatedly firing your pistol at them will pin them to the floor and stop them pouncing.

Before leaving the cave through the opening on the left, search the dead-end to the right to find the Rocket Launcher. You'll need this for the second part of your descent, where you're faced with loads of Slegs. Use Explosive Arrow, Grenades and the Rocket Launcher. They just keep coming, so you might as well go for it.



Explosive arrows make mincemeat of Slegs

6 SUMMIT BATTLE

This has to be one of the hardest levels in the whole game, and very unforgiving with no save points to ease your frustration. It starts off with a relentless T-Rex battle and never lets up from that point. While you're still hidden from the T-Rex, take a couple of pot-shots at the tail. It will then come rushing towards you at pace. Just keep firing pistol rounds as quickly as possible while backing away from its gnashing jaws. Don't use the bow and arrow as it's too slow, and try to aim for the head.

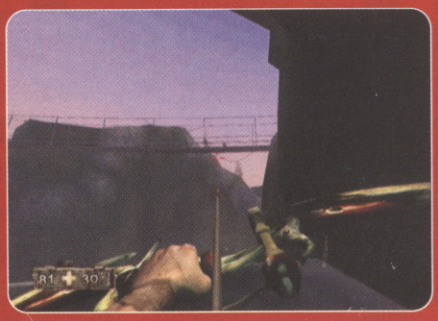
For the next part of the mountain climb, use your sniper sight to pick off Slegs. In order to go up you will first have to descend all the way down to the riverbed. Take any cover you can, and fire an Explosive Arrow in the air to chase away the huge spaceship that's hovering nearby. Cross the small bridge and head down to the river bed, moving very slowly as hordes of Slegs will attack and overwhelm you if you don't pick them off from afar.

When you reach the huge rotting animal carcass, climb the rope ladder and start your ascent. This area is crawling with Slegs and, as an added concern, you also need to watch out ahead for potential landslides. Before running across the large suspension bridge, make sure you've destroyed the mounted machineguns. Keep ascending until you reach the summit, using Explosive Arrows to repel the waves of Slegs that just keep on coming at you with no relent.

Although small, the pistol is surprisingly effective against an angry, toothy T-Rex

The mountain path is a safe spot from which to snipe at the Slegs lurking in the valley below

Take cover in this cave and dart out occasionally to shoot an Explosive Arrow at the attack ship



It's tempting to make a dash for the bridge but make sure you've taken out all the Sleg units first

REVIEWS

THIS MONTH

We hope you don't need to buy any baby oil this month cos we've depleted the UK's entire supply. And we weren't even doing anything dirty with it.

Nope, we had to resort to using many bottles-worth of the slippery stuff to help squeeze the massive girth of this month's new game releases into the teeny tiny reviews section you see before you in your beloved CVG.

The run-up to Christmas is in full effect and for the first time in years, three major consoles are battling it out. Each has its own killer exclusives like Mario, Morrowind, and the latest SmackDown! to tempt you, as well as major multi-format releases, including TimeSplitters 2, Hitman 2 and The Thing. It's a bounty month, and now PS2 and Xbox have slashed their prices, you can put all three machines on your Christmas list without the fear of a slap from Santa for being cheeky.

Lee Skittrell
Games Editor

PS2 TimeSplitters 2 74
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CVG SCORES

A great game is a great game, right? Yet some of you would be as pleased as a pooch with two choppers to spend weeks collecting dog tags in MGS2, but would rather eat poodle eggs than spend one minute on Final Fantasy X, and vice versa. That doesn't make one better than the other; they're just different genres for different tastes. It's why so many of us love games.

Which is where CVG comes in. We play the rubbish games so you don't have to. We review only the biggest, best or most significant releases of the month. And our scores are based on one key measure: fun. It's that simple.

Alex Simmons.
Editor

WHAT THE SCORES MEAN

1 Why, God, why?
2 Stinks. Never play this
3 A waste of your money
4 Maybe rent, never buy
5 Very average
6 Fairly solid but nowt special
7 Tasty
8 Quality game. Consider buying it
9 Class on a disc
10 An absolute must that defines the genre

CVG AWARDS

These accolades don't get dished out just because a game gets a certain score. They're CVG's way of telling you which are our pet hates and personal favourites.

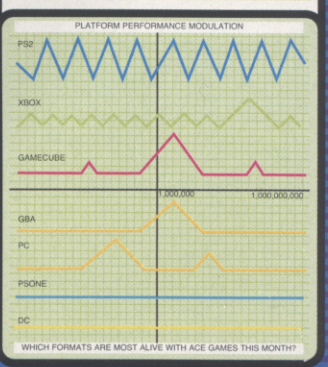
CVG ESSENTIAL
The most coveted award a game can get. It's worth buying the console to play the game

CVG RECOMMENDED
A damn good game. It may not break the mould, but it's a cut above the rest

CVG GAME OF THE MONTH
Doesn't have to be the highest scorer, but it's CVG's pick of the bunch this month

CVG STINKER
More abominable than a Yeti

FLATLINE



CVG TOP FIVES

Welcome to CVG's mini bible of the greatest games for the latest systems. Read and learn!

We've seen a lot of quality games in the quarter of a century since the debut of Space Invaders. Videogames' Hall of Fame is packed with undisputed classics of their time and format. But with gaming technology and players' expectations ever changing, what are today's best games? That's exactly what the lists below are there to tell you.

If you can't find any new releases that pickle your gherkin in this month's Reviews section, then check the games below – they're the very best games around right now for the formats in question.

And if you can't decide what new games system to buy, again, check the games below – if there aren't any on one particular format that you want to play, then simply choose another format.

Each issue we'll update our lists to include any new releases worth including, and no doubt every month some of you will be sufficiently outraged by our choices to write in and complain...

KEY

PS2 | XBOX | GBA | GC | PC | PS | DC | OTHER FORMAT | D DEVELOPER | P PUBLISHER | £ PRICE | I CVG ISSUE NO. | NP NO. PLAYERS | NEW ENTRY | B BUDGET GAME

PLAYSTATION 2

GRAND THEFT AUTO III
D DMA P TAKE 2 £ 39.99 I 241 NP 1
A violent, utterly amoral criminal masterpiece, following in the best tradition of videogames

METAL GEAR SOLID 2
D KONAMI P KONAMI £ 39.99/ I 244 NP 1
Cinematic stealth action elevated to an art form, just cut a tad too short though

GT3: A-SPEC
D POLYPHONY P SONY £ 20 I 237 NP 2
Quality handling and looks, plus it's a game that lasts longer than most real motors. Probably

PES
D KCET P KONAMI £ 39.99 I 240 NP 8
Aka ISS Pro Evolution 3. Fast, well-balanced footie that rewards the time you put in

VF4
D SEGA AM2 P SONY £ 39.99 I 246 NP 2
Hidden depths make this fighter more a way of life than just a game. Even better than we first thought

XBOX

HALO
D BUNGIE P MICROSOFT £ 44.99 I 242 NP 16
Luscious looks, clever enemies and a neat storyline. Best console first-person shooter yet

TONY HAWK'S PRO SKATER 3
D NEVERSOFT P ACTIVISION £ 44.99 I 245 NP 2
Improved trick system and environments. The definitive extreme sports experience

DEAD OR ALIVE 3
D TEAM NINJA P MICROSOFT £ 44.99 I 243 NP 4
Fantastic-looking fighter, a bit gimmicky, but nevertheless solid stuff for all standards of player

PROJECT GOTHAM RACING
D BIZARRE P MICROSOFT £ 44.99 I 243 NP 4
More accessible take on Dreamcast's seminal MSR, with added Ferrari-smashing goodness

AMPED: FREESTYLE SNOWBOARDING
D MICROSOFT P MICROSOFT £ 44.99 I 242 NP 4
Snowboarding sim with impressive freedom to roam and an innovative Career mode

GAMEBOY ADVANCE

GOLDEN SUN
D CAMELOT/NINTENDO P NINTENDO £ 29.99 I 244 NP 2
Polished role-player by any standards, all the more impressive on handheld. Incredible

ADVANCE WARS
D NINTENDO/INTELLIGENRE P NINTENDO £ 29.99 I 240 NP 4
Stunning turn-based strategy game rammed with hidden bonuses. Still a CVG obsession

MARIO KART SUPER CIRCUIT
D NINTENDO P NINTENDO £ 29.99 I 239 NP 4
Racer recapturing the brilliance of earlier outings, though with a few controversial tweaks here and there

SUPER MARIO ADVANCE 2
D NINTENDO P NINTENDO £ 29.99 I 244 NP 4
More classic Mario magic given the GBA makeover, this time of the platform persuasion

NEW ENTRY

SUPER GHOULS 'N GHOSTS
D CAPCOM P CAPCOM £ 34.99 I 251 NP 1
A stiffer challenge than Mario's playful platform scroller. Looks great too. Retro appeal is optional

GAMECUBE

SUPER MONKEY BALL
D AV/SEGA P INFOGRAMES £ 39.99 I 246 NP 4
Cute, hardcore, vertigo-inducing thumb-teaser with loads of modes and plenty of replayability

RESIDENT EVIL
D CAPCOM P CAPCOM £ 39.99 I 250 NP 1
The original Resident Evil adventure is stunningly updated. Your eyes won't believe the difference

PIKMIN
D NINTENDO P NINTENDO £ 39.99 I 248 NP 1
Imaginative action-strategy played against the clock, with touches of Miyamoto genius

NEW ENTRY

SUPER MARIO SUNSHINE
D NINTENDO P NINTENDO £ 39.99 I 251/2 NP 1
The best platform adventure in the history of gaming bar none, AND it lasts for ages

SUPER SMASH BROS MELEE
D HAL LABORATORY P NINTENDO £ 39.99 I 247 NP 4
Painfully fast fighter or homage to all things Nintendo? Both, though a bit niche

PC

MEDAL OF HONOR: ALLIED ASSAULT
D 2015 P EA £ 29.99 I 243 NP 32
Class scripting, enemy AI and the WWII setting make for a tense if plot-light FPS

CIVILIZATION III
D FIRAXIS P INFOGRAMES £ 29.99 NP 1
Videogaming crack. Complex, formulaic but so immersive it can mess with your emotions

OPERATION FLASHPOINT
D BOHEMIA P CODEMASTERS £ 29.99 (GOLD EDITION) I 236 NP 16
Bit cack-looking but quality war sim that'd convert a hippy to the art of soldiering

SYSTEM SHOCK 2
D IRRATIONAL P EA £ 19.99 (COMPILATION) B I 216 NP 1
Well-plotted role-player shooter adventure-cum-chiller with the atmosphere Deus Ex lacks

HALF-LIFE
D VALVE P VIVENDI I 206 £ 9.99 B NP 16
Doted but still a byword for classy, story-driven shooters, better than many new releases – even today

PERSONAL RECOMMENDATION

Top five of the moment.
This month: Matt Birch, Electronic Arts

PINBALL OF THE DEAD (GBA)
D WOW P SEGA/THQ/INFOGRAMES £ 60 (US IMPORT) UK OUT: OCTOBER 25 NP 4
"Pinball, zombies and blood! Awesome combo! Plus solid playability, interesting table designs and comedy quotes. Sorted!"

VIRTUA FIGHTER 4 (PS2)
D SEGA AM2 P SONY £ 39.99 NP 4
"I like fighting games, and for me, there's only one definitive 3D beat 'em up; this is it. Finely balanced but accessible gameplay, the emphasis is on fighting style. Great characters too."

MARIO KART 64 (N64)
D NINTENDO P NINTENDO £ 1 (EBAY) NP 4
"I'm a sucker for this game. I'm rubbish, all my friends can beat me; in all fairness, my mum can beat me (and she does play). But always great fun. I'm still playing five years after getting it."

CAPCOM VS. SNK 2: EO (GC)
D CAPCOM P CAPCOM £ 34.99 NP 2
"I've only just started this, but I'm already convinced I'm going to lose a lot of time on it. I don't know what the magic ingredient is, but I'm an addict. It might be Chun-Li (my favourite character)!"

BANGAI-O (DC)
D TREASURE P SWING! £ 5 (APPROX) NP 1
"Very old-skool, but very, very cool. Blow seven shades out of everything and get rewarded with some of the strangest pictures and storylines I have ever seen – what a total blast."

BEST IMPORT

SUPER MONKEY BALL 2
D SEGA P NINTENDO £ 69.99 (US IMPORT) UK RELEASE: TBC NP: 4
The challenging, charming and chunder-inducing vertigo game returns with an all-new story mode and some totally mad mini-games

CVG THE TEAM

This month's identity parade of videogaming reprobates

PREFERRED TIMESPLITTERS 2 MULTIPLAYER SKIN...									
WHO ARE YOU?	Alex Simmons Editor	Lee Skittrell Games Editor	Mike Cooper Writer	Jimmy Francis Writer	Alex Huhtala Freelance	Rhianna Pratchett Freelance	Dave McComb Freelance	Nick Walkland Freelance	Joff Brown Freelance
PLAYING FOR PLEASURE?	■ TimeSplitters 2 ■ Super Mario Sunshine ■ PES2	■ Morrowind ■ Super Mario Sunshine ■ Resident Evil Zero	■ Super Mario Sunshine ■ PES2 ■ TimeSplitters 2	■ Hitman 2 ■ PES2 ■ Gran Turismo 3	■ Super Mario Sunshine ■ Halo ■ Stuntman	■ Mafia ■ Divine Divinity ■ The Fellowship Of The Ring	■ Super Mario Sunshine ■ Spider-Man ■ Crazy Taxy 3	■ Stuntman ■ Capcom Vs. SNK: EO ■ GTA London	■ Mario Sunshine ■ Castlevania: Harmony of Dissonance ■ Kingdom Hearts
MOST UNLIKELY VIDEOGAME NEWS STORY THIS CHRISTMAS	*Xbox price hiked back to £300 "In this cut-price climate, it'd be a death sentence"*	*On-time releases "Delayed games are often finished but held up by marketing. Ngh!"*	*Aliens invade Earth "The planet will be too busy playing LOTR and Harry Potter 2 to notice"*	*Sony unveils PS3 "PS2 hasn't explored anything like its full technical potential"*	*EA pulls plug on FIFA series "Yeah, right"*	*Too few new games this Christmas "Can't they sell games the rest of the year?"*	*Mario is the secret character in The Two Towers "You all thought it would be Gandalf!"*	*Buy One, Get One Free! Pre-Christmas Xbox offer "Wouldn't it be great, though..."*	*The Getaway 30 per cent duller than The Bill "If only it was set in Sun Hill..."*

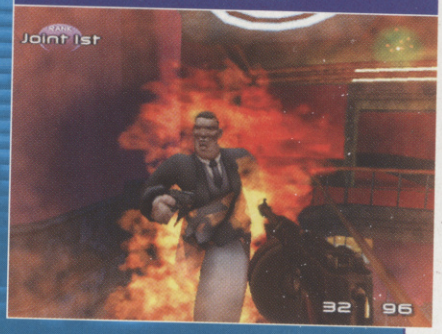
16 OF THE BEST

TS2 is rammed with insane multiplayer modes, each of which can be played at Chilled, Normal and Frantic speeds. And even Chilled speed is blisteringly quick.

You can totally customise all of the 16 main multiplayer modes including Team Deathmatch, Shrink, Elimination, Vampire and Monkey Assistant. And as well as going solo against loads of bots, you can i-Link four PS2s together for insane 16-player split-screen madness. Most normal people don't have access to that many tellies and consoles, but you needn't worry, because battling it out in the two-player split-screen mode with a small army of bots is still a total riot.

We all squeezed years of entertainment out of GoldenEye's multiplayer games. Well, TS2's lifespan is looking even longer than that of Rare's classic, due to the multitude of ace multiplayer modes on offer.

i-Link two or more machines together and sneak up on your mates without them seeing



Rivers of sweat pour off your palms as you fight to keep your lead. Intense!

When you're the only one without a rocket launcher, you know things are going to get ugly

Four-player split-screen madness erupts in the Robot Factory. Keep killing till the time runs out

TIMESPLITTERS 2

Take your brain to **another dimension**

GAME INFO BOX

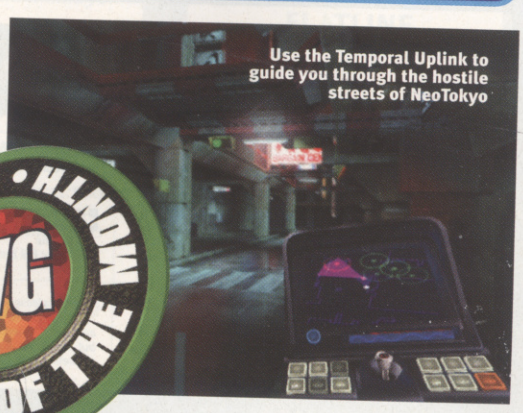
NUMBER OF PLAYERS: **1-6** (i-LINK)
COST: **£44.99**
PUBLISHER: **EIDOS**
OUT: **OCT. 11**
DEVELOPER: **FREE RADICAL**
URL: **WWW.EIDOSINTERACTIVE.CO.UK**

PS2 XBOX GAME CUBE

Chicago: just like a scene from The Godfather. Go beserk with the Tommy gun and take no prisoners. Ak-ak-ak!

TimeSplitters 2 is one fat mutha! Bulging at the seams with brilliant ideas and relentless action, this heavyweight has pancaked all other PS2 shooters flat under its amazingly chunky ass. That's right, because Free Radical's masterpiece isn't like all the other kids. It's loud, brash, funny, and don't take no sh*t. Which is why you're gonna love it.

So much has been squeezed into this game to make it the ultimate indulgence for any first-person blaster fan. Where the likes of Medal Of Honor focus on the



Use the Temporal Uplink to guide you through the hostile streets of NeoTokyo

CVG GAME OF THE MONTH

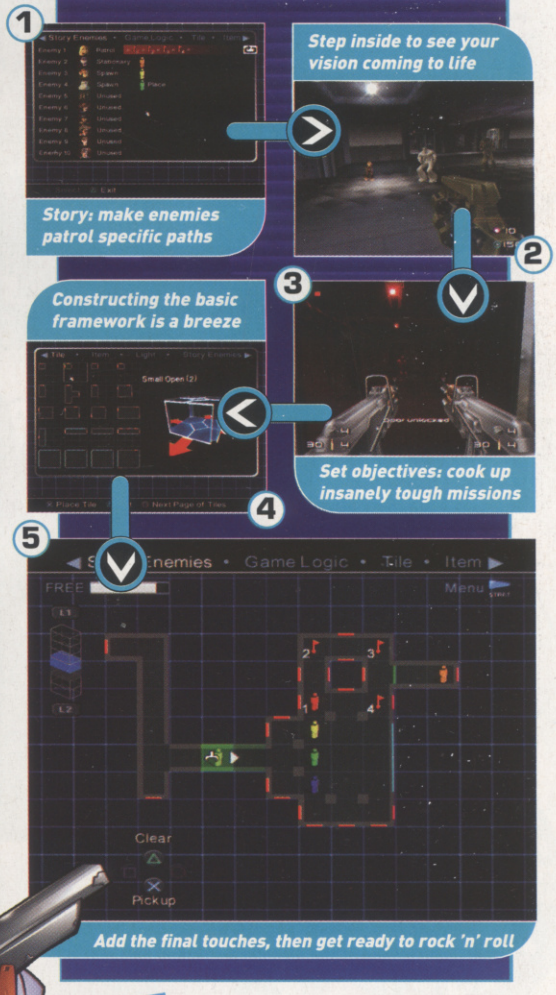
"Eat it, tin-head!" Droids and laser guns. YES! Carnage kicks off in the Robot Factory

INVENT-O-GAME

The updated Map Maker feature in TS2 isn't a mere tacked-on extra. It opens up a new realm of creativity and flexibility; you can now even design and construct your own singleplayer missions.

Let your imagination run wild: set enemies to patrol areas and scout specific paths, design objectives, place switches, hide keys and rig up gun emplacements. Piecing together a Story mission takes a long time, but watching the whole thing come together, as you dip in and out of the level via the Preview mode is immensely rewarding. Every FPS should feature this option!

Alternatively, you can just mess about with the hundreds of themed area tiles and bolt together extra multiplayer maps. The new structure of the Map Maker mode also means that it's much easier to visualise how a stage will look while you're constructing it.



singleplayer experience, TS2 establishes itself as a world-class all-rounder with stunning objective-based Story missions, stacks of killer multiplayers and awesome extras.

But don't be fooled into believing that TS2 is a jack-of-all-trades, master of none. Oh no. On the contrary, this beefy badass is a master of all trades and second to none.

COME GET SOME

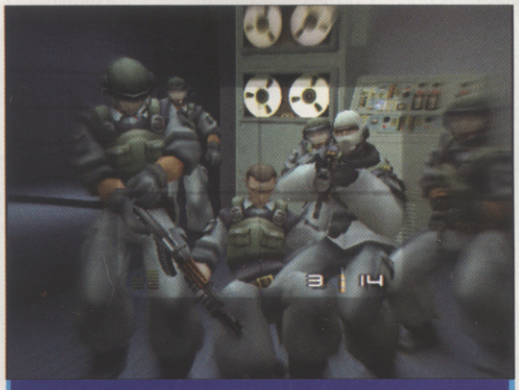
The year's AD2280: Mars Attacks-style flying saucers hover overhead and rain lasers down on you. Then armies of fish-faced, bug-eyed aliens appear and storm towards you brandishing ray guns and plasma rifles. Guess what? You've got to annihilate the whole lot of 'em on your lonesome.

But chill, you've got the tools for the job. Nope, not some piddly grenade launcher, but three enormous, fully automatic gun emplacements. Nice. And once you're in position and start firing, the entire landscape lights up in a haze of lasers, missiles and bullets. Your Dual-Shock jolts violently with every shot, your palms sweat, and your eyes water. This, friends, is what we call a battle. Heaven.

TIME TRIPPIN'

Free Radical's sharpshooter is crammed with brilliantly orchestrated and original set pieces. Each of the Story missions is full of cool gaming moments, like the mad alien invasion – and that's just one example.

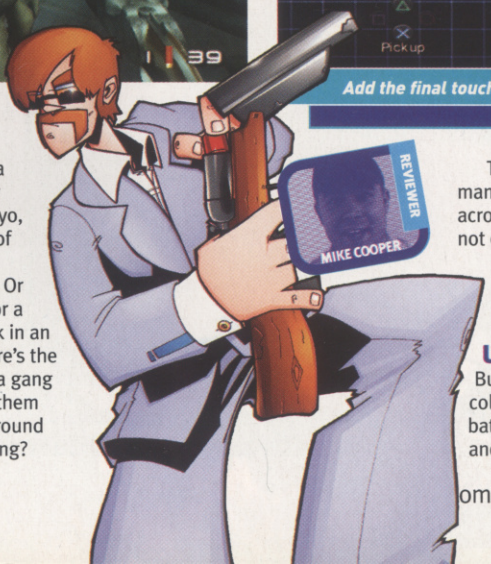
The death animations are awesomely melodramatic. And the Oscar goes to...



It's like shooting fish in a barrel. Zoom in with the sniper rifle and swiftly pick 'em off one by one

Jive talkin': The Bee Gees aren't looking great these days

Other scenarios? Pursuing a hacker through the soaked city streets of the futuristic NeoTokyo, avoiding detection from loads of well-positioned surveillance cameras and police hover cars. Or step back in time to AD1883, for a fantastically elaborate jailbreak in an old Wild West prison. Then there's the Siberian objective: hunt down a gang of butt-ugly mutants and stop them escaping from a secret underground facility. How cool is this sounding?



These are just a handful of the many mint scenarios you'll come across on your time travels. And that's not even starting on the battles against 200-foot Time Portal guardians, assault helicopters and football-sized alien houseflies.

UP THE TEMPO

But TS2 is so much more than a collection of top-notch set pieces and battles. In the single, co-operative and multiplayer games, the free-

flowing, guns-a-blazin' action never fails to feel intense, rock solid and completely engrossing.

Why? Well here goes. It's blindingly fast, the controls are freakishly instinctive, the vast array of weapons are ridiculously fun to use, every level is visually staggering and atmospheric, the thumping music refuses to let your heart beat at anything less than 170bpm... and breathe.

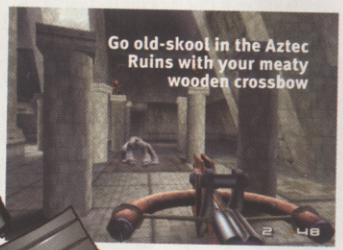
MEET THE LIFE-FORMS

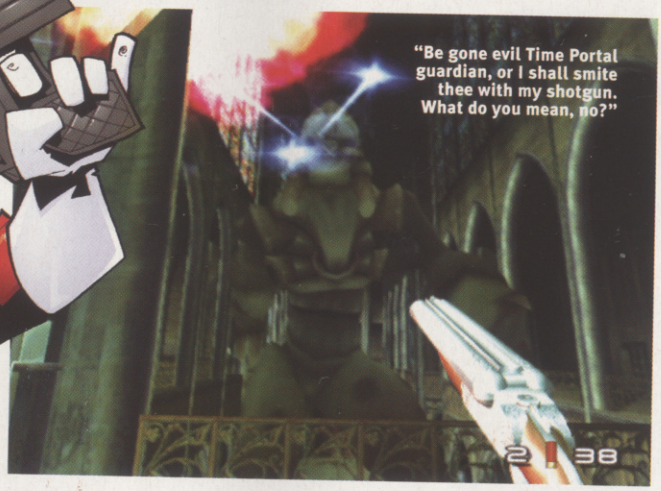
However, what really helps you to lose yourself in the action is the astoundingly designed and vast array of characters in the game.

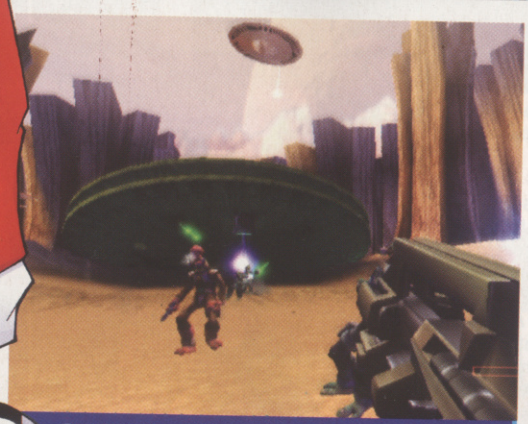
See, TimeSplitters 2 doesn't simply churn out a small catalogue of boring cloned enemies to challenge you. Instead, the game prides itself on enabling you to interact with and play as any one of up to 100 uniquely charming characters. Plus, it doesn't hurt that they're all wickedly animated and ooze personality. The point is, you care about being in battle with these other life-forms.

Face-biting zombies apear out of nowhere, so stay alert

Urgh, this fella's got a face like Satan's ring-piece. Put a bullet in it!







Return to Planet X: experience pure sci-fi paradise

AND THE REST

Here at CVG we're dedicated to the gaming cause, so we've caned the GameCube and Xbox versions of TS2 as well. Well, you'll be pleased to know they're every bit as phenomenal as their PS2 counterpart. But don't take our word for it – check out these screens and see for yourself.

The perfect FPS companion has finally arrived for GC owners

TS2 on Xbox looks even crisper than its next gen cousins

When you're fighting a stunningly chiselled Stone Golem, its sheer bulk will seriously intimidate you. Blazing it out against the monkey will probably cause the corners of your mouth to curl up in amusement, while going head-to-head against the cowgirl with preposterously gigantic jugs can't help but distract you and steal your mind away to a dirty place. No matter what the reaction, the characters in TS2 can't help but trigger some form of strong emotional response.

TIGHT AS A DRUM

We could easily rabbit on about the cool little touches that are littered throughout TS2 – like when you blow off a mutant's arm and it carries on attacking you with its stumps – but we won't. The reason being that TS2 is far more than just a showcase of stunning and quirky details.

Silent but violent! Enjoy the sweet sensation of double-gun fun

LICKING CREAM OFF J-LO
BETTER THAN **TIMESPLITTERS 2** WORSE THAN
MEDAL OF HONOR (PS2)

The gorgeously crafted visuals and mercilessly intense action impose a new benchmark for PS2 shooters. But what separates TS2 from the competition is the fact that when you buy this game you're investing in a total package. The improved Map Maker feature is a marvel in itself, as are all the multiplayer modes, arcade challenges, leagues and Story missions. However, it's impossible to pin down the game's single most impressive quality, as there are just so frickin' many!

Only the most twisted, self-loathing gamer would deny themselves the best PlayStation 2 experience of 2002. Only a saddo would miss out on the finest shooter ever to grace Sony's black beauty. And we know that ain't you. So hurry along now and get October 11 tattooed on your forehead – it's the most important date in this year's PS2 calendar. Go on!

ESSENTIAL CVG ESSENTIAL

CVG VERDICT

10
OUT OF TEN

TimeSplitters 2 pulsates with raw energy. Buying it will enable you to tap into an endless reservoir of pure, concentrated, gun-loving fun. **Mike**

GOOD VS BAD

+ Loads of modes and features
+ Insane characters
+ Stunningly atmospheric
− Your player can't jump
− Some of the Story missions are quite small

IF YOU LIKE THIS TRY THESE...
Halo (Xbox), Medal Of Honor (PS2)

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INFOGRAMES

SEGA

PlayStation.2

XBOX

GAMECUBE

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EL FUEGO

CAUTION
Highly Flammable

SEGA SOCCER SLAM™

Extreme Players. Extreme Football.

SUPER MARIO SUNSHINE

Hardcore happiness beamed into your life

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: NINTENDO
OUT: OCT. 4
DEVELOPER: NINTENDO
URL: WWW.NINTENDO-EUROPE.COM

Super Mario Sunshine is a scrumptious melting pot of multi-layered fun. It's more colourful than Austin Power's shag pad and more enjoyable than a naked mud-wrestling bout with J-Lo.

Never has a platformer looked this tasty or wowed you with so many unforgettable surprises. It dumps on the likes of Jak And Daxter and leaps to the top of the platform game tree, leaving Mario 64 swinging below. Welcome back, old pal!

WHAT LIES BENEATH

You bowl into Monte Village, and the whole place is swimming in thick bubbling lava. To make things worse, your FLUDD backpack has been pinched. Somehow you've got to find your way to a giant golden mushroom stranded amidst this catastrophe. Jumping there is out of the question, cos you'll fry your ass.

While investigating the perimeters of the village you spy some big square holes in the ground. You hop down one and butt-stomp through a wire platform, which spins you round and leaves you hanging within a mammoth network of mesh surfaces beneath the village. The world has suddenly just doubled in size. Whoa!

Discovering hidden marvels such as this extra underground playground makes your face light up with joy and such surprises

It's alive! Icky goo sometimes comes to life when you spray it, so keep your eyes wiiiiide open

GAME CUBE

Super electro Koopa Troopas fire their high-voltage shells at you

Find the food Yoshi's dreaming of and take it to him so he'll hatch out of his egg

You'll dribble with joy every time you clap eyes on the game's gorgeous, shimmering water effects

Grab a lift in the Ricco Harbor world

Mare Bay: one of your challenges sees you shrunk to the size of an ant and forced to collect red coins in a little water-filled bottle

Mario jets from platform to platform, carefully avoiding fish

Tightrope walking way up high is no big deal for our Mario

are dotted throughout the game. You have to be curious and muck about in order to solve all the platform puzzles and to unlock new moments of genius. See, Sunshine forces you to play hard and have fun on your quest for Shines. It's impossible not to give in and go WILD!

FOOTLOOSE AND FANCY-FREE

A lot of the freedom and flexibility you feel when playing Sunshine comes with the inclusion of Mario's FLUDD – Flash Liquidating Ultra Dousing Devise. Good name! This amazing little backpack enables the pot-bellied plumber to perform a kick-ass array of killer stunts.

REVIEWER
MIKE COOPER

Using the C-stick becomes instinctive

Mario scarpers – as would you

Jet-boosting hundreds of feet into the air, hovering, and blistering across land and sea at supersonic speeds are among his new talents. Possessing these skills means that Mario can now cover vast areas in a single dramatic burst.

But the best thing about this fancy gadget is how it controls. After a couple of hours' play you'll find yourself performing unimaginably complex and amazingly satisfying manoeuvres without thinking. Being utterly in tune with how your character moves means that you genuinely feel that anything is possible within the brilliantly designed Sunshine universe.

SWEAT FOR SHINES

Earning Shines in the old-skool platform levels is a bitch. First time you enter these levels, the evil Mario impostor nicks your FLUDD backpack. You've got to rely on your precision jumping talents to get to the end and snatch up your well-deserved Shine. However, when you return to these stages you'll be able to play them again with your FLUDD.

There's a catch, though! A big button appears at the beginning of the level, and when you press it, eight red coins appear throughout the stage and a clock starts ticking down. Yep, you've got to collect all eight within a ridiculously tight time limit to win a Shine. This challenge will set your nerves jangling and make your palms sweat like mad. Platforming exhilaration in its purest form!

1

The clock is ticking away quickly and there's no time to be making mistakes. You need to hunt for those coins, FAST!

2

Use your jetpack to rocket through the level. It's easier to jump with your FLUDD backpack, but collecting all the coins is insanely tough

MOUNTAINOUS MONSTERS

The intricacy and detail that have gone into every inch of all the environments, and the scale of the worlds and challenges in Mario's GameCube debut is overwhelming.

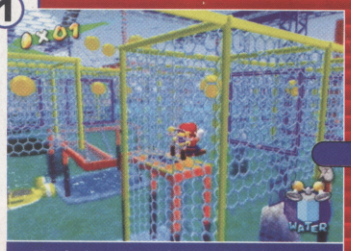
And as you'd have hoped, Miyamoto and Co. have injected this adventure with loads of new and exceptionally charming characters. You'll have to contest with funny little translucent jellyfish-type creatures, go toe-to-toe against ink-firing squids, and squish electric-shelled Koopas, to name but a few. However, the fights you have with these little creatures no way prepare you for the monumental boss battles.

Toppling a 200-foot long stampeding angry caterpillar, duffing up a two-storey-tall, flying, gloop-spitting Piranha Plant, and wrestling a frighteningly huge, fiery Chain Chomp are all on the cards. As with all Mario games it's not just a case of twatting your enemy with all you've got. You've got to think mad thoughts and come up with inventive attack patterns until you crack your enemy's weak spot.

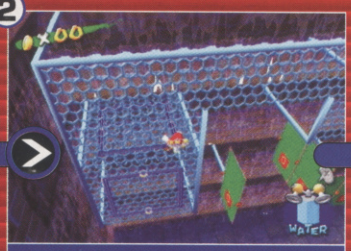
WINNING THE LOTTO
BETTER THAN ^ WORSE THAN
MARIO SUNSHINE
JAK AND DAXTER

SPIDER-MARIO TO THE RESCUE

Mario World on SNES gave us the first opportunity to clamber around on mesh walls and switch sides by punching through special revolving sections. Mario 64 didn't adopt this brilliant feature, but to make up for it, Mario Sunshine resurrects and refashions wire-climbing fun beyond your wildest expectations. Now in 3D, you have to negotiate mazes of vertical, horizontal and twisting wire surfaces. You can still punch enemies on the opposite side of the fence. But this updated experience is far more sophisticated and intense and requires the climbing skills of Spider-Man. Plus there are movable and destructible wire walls to master.

1


Mario has to navigate his big chubby ass through a labyrinth of impenetrable mesh walls

2


You must scale a rock-hard assault course of moveable wire surfaces in Pinna Park to earn a Shine

Cautiously monkey-swing your way up this narrow mesh surface and nab a well-hidden red coin. Sneaky
3

Here you have to roll three giant watermelons to a specific spot without bursting 'em. Believe us, it's hard

A WICKED GAME TO PLAY

Super Mario Sunshine is hard. Don't swagger up expecting to nail it in a few comfortable hours, or you'll be lying on the floor seeing stars.

Mario games have always been like this and Sunshine is easily the toughest adventure to date. Most of the CVG team averaged around 80 Shines before completing the game. But landing all 120 requires Jedi gaming skills. However, you hardly ever tire of trying. There will be times when you have to leave the room for fear of trashing your telly, but the lure of Sunshine's magical world and ballsy gameplay is just too much to resist.

Spray the windmill thingy and make it spin to raise the submarine. Of course it makes sense!

Kerr-pow! Mario takes out his anger on a poor four-legged spidery bug thingy

CVG VERDICT

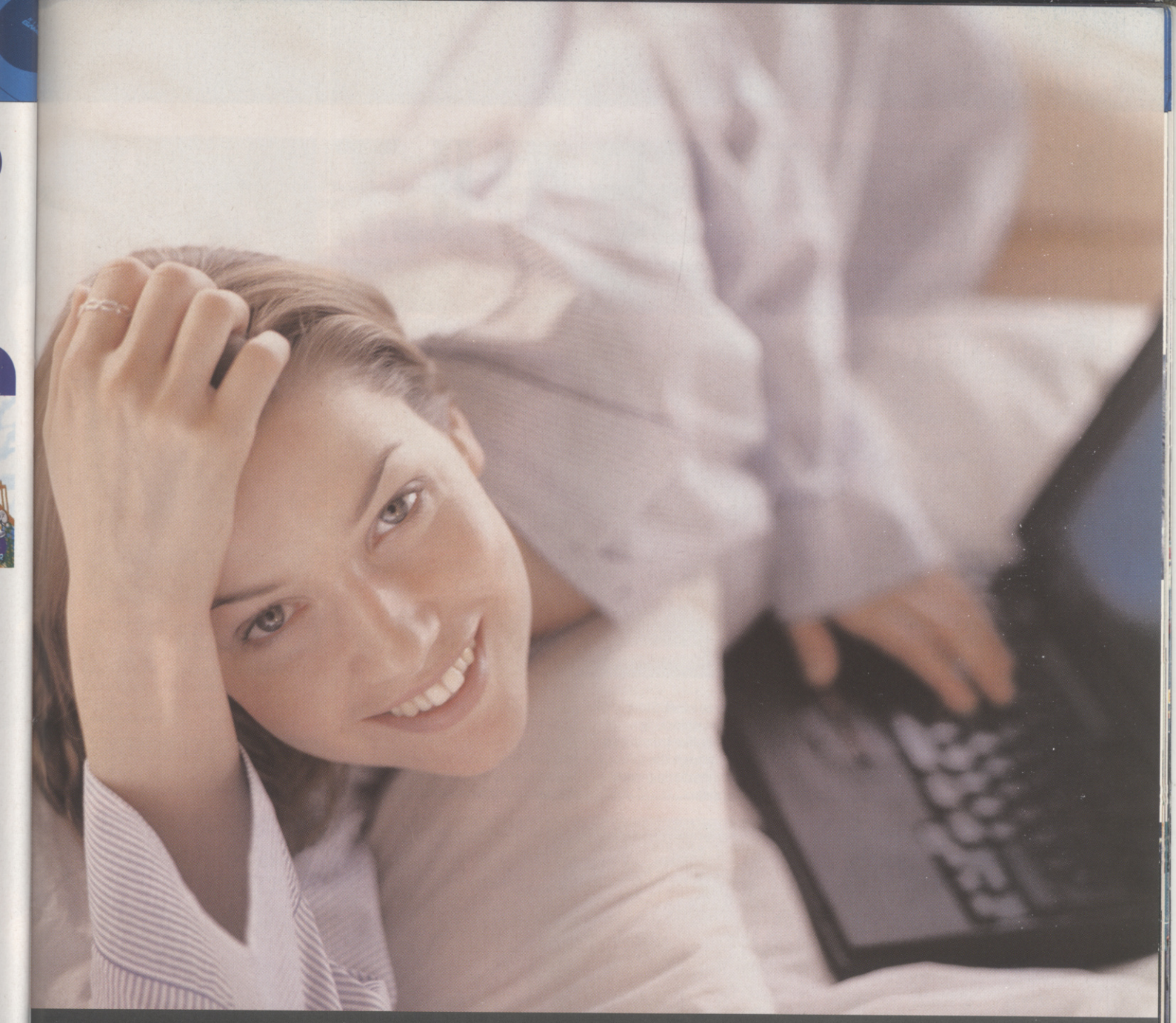
Full of surprises and gaming genius. If you're not convinced, snap out of it: it's the greatest thing ever! All gamers should be forced to play it. **Mike**

10
OUT OF TEN

GOOD VS BAD

+ Totally addictive and magical from start to finish
+ Beautifully unpredictable
− At times the camera can be a bit dodgy
− Er, that's it

IF YOU LIKE THIS TRY THESE...
Super Smash Bros Melee (GC), Luigi's Mansion (GC)



Do you want to play around?

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NINJA ASSAULT

Ninjas with guns? That's asking for it

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: SONY
OUT: OCT. 4
DEVELOPER: NAMCO
URL: WWW.PLAYSTATION.COM

The big bloke in the back has a serious heart condition

Dust down your G-Con lightgun and prepare for some serious blasting with Ninja Assault, last year's arcade shootathon. Rescue a dewy-eyed princess in the face of a mish-mash of nasties, such as Jawa-like Monkey Ninjas, gyrating psychos and bosses who throw everything at you – including the bodies of the goons you just slaughtered.

NEXT STOP, DULLSVILLE

However, Ninja Assault runs on rails and you'll be guided along to the next scheduled station stop. Hence it feels as dated as Stephenson's Rocket. To ease this, Namco has added an extra character and three more Story modes. Apart from unlocking missions, these act like training so you can breeze through the full arcade game, remembering every nasty when it appears.

Ninja Assault is certainly a wham-bam visual treat that is fun to play, offering a sweaty challenge. Gives you a perfect reason to rummage in the loft for your lightgun, but, as ever, it's just too damned short.

Beauty is only skin deep, so blast away at the surface

Carney folk in gaudy gear try hard to get you on the waltzer

CVG VERDICT

A frenetic, fun shooter but with limited long-term appeal. Nick

6 OUT OF TEN

GOOD VS BAD

+	−
+ Non-stop action	− Repetitive
+ Fast-paced	− Awful acting
+ Colourful ninja monkeys	− Colourful ninja monkeys

LOONS: THE FIGHT FOR FAME

Sufferin' Suckertash!

That's what Bugs Bunny thinks of his new bubblegum suit. He's not impressed. Thwack!

Grab a frying pan, load your carrot-shooter and prime the lightning machine, cos here comes Loons, giving you the chance to kick the collective butt of your mates, in cartoon style!

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £44.99
PUBLISHER: INFOGRAMES
OUT: SEPT. 13
DEVELOPER: INFOGRAMES
URL: WWW.INFOGRAMES.CO.UK

Loons is inspired by over half a century of Warner Bros cartoons. And the chance to drop a cow on Yosemite Sam's head or throw a beehive at Sylvester fulfills many people's childhood fantasies. (Unfortunately, though, there's no 'Rent A Room With Jessica Rabbit' mode. Maybe next time.)

Every once in a while, you'll have the chance to increase your health at the Sarsaparilla machine or some other location in the crazily-themed levels. Doesn't sound too deep, does it? Well, it's not. But it's good ol' ass-kicking fun all the same.

There's always a lot more to consider than just your foes

DEAD OR ALIVE 3 — BETTER THAN
LOONS
WWF RAW — WORSE THAN

Sylvester was annoyed at being called the "oldest swinger in town" by his cartoon mates

XBOX

CVG VERDICT

Virtua Fighter it isn't, but great pick-up-and-play fun. Jimmy

6 OUT OF TEN

GOOD VS BAD

+	−
+ Cool cel-shaded graphics	− Not very deep
+ Manic levels	− Some slowdown
+ Funny in places	− Get stuck behind objects

KELLY SLATER'S PRO SURFER

Extreme sports grabs its board and takes to the waves

GAME INFO BOX

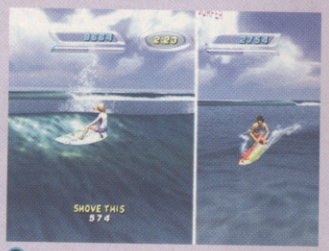
NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: ACTIVISION
OUT: SEPT. 27
DEVELOPER: ACTIVISION
URL: WWW.ACTIVISION02.COM/SLATER

The back-of-a-surfboard cancan! That's bodacious, bra!

With the number of extreme sports games being released at the moment, we'll need to go to confession and ask for forgiveness for the guilty pleasures gained from pulling off nose grabs and nic-nacs. It's getting too much!

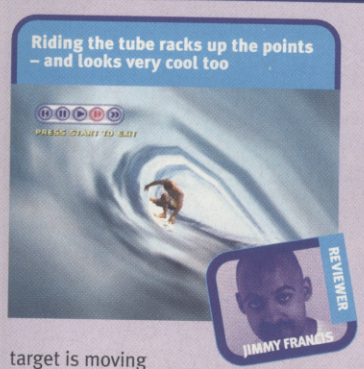
Well, almost. Pro Surfer is the latest to hit, coming from Activision's O2 brand, which brought you Pro Skater and Pro BMX. But this game is different – because of the waves.

In contrast to O2's other games, in which most tricks are performed on static objects, on this occasion your target is moving constantly, making Pro Surfer a different animal altogether.



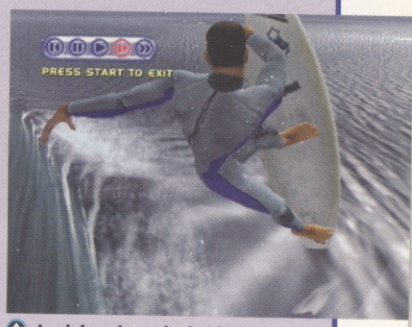
Try to limit your opponents' space

And those waves really *are* animals. They look and feel perfect (of course, we ride gnarly waves all the time, dude) and the fluidity of the tricks results in huge satisfaction when you execute the perfect combo. Overall, this is different and very entertaining.



Riding the tube racks up the points – and looks very cool too

REVIEWER
JIMMY FRANDS



Look how he swivels his body

CVG VERDICT

Plays excellently. Surfing's coming out of the shadows. Jimmy

8 OUT OF TEN

GOOD VS BAD

+	−
Good variety	Quite niche
Excellent physics	Minor graphical glitches
Cool multiplayer	Scary if you can't swim

A TASMANIAN DEVIL'S AT LARGE

WANTED

REWARD
~~$10,000~~
~~$20,000~~
~~$30,000~~
$70,000

"Incredible fast paced"
P2 – April 2002

"Taz Wanted looks absolutely great"
Max – April 2002

- Spin, eat and destroy everything across 10 free roaming levels
- Slip into 10 crazy costumes, from a hip hop rapper to a cool surfer dude
- 12 two-player challenges such as the crazy Shopping Trolley Run or the Floor Polisher Race

NEVER STOP OR YOU'LL GET CAUGHT!

www.Looneytunes-games.com

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CRAZY TAXI 3 HIGH ROLLER

A crazy case of déjà vu

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: INFOGRAMES
OUT: SEPT. 20
DEVELOPER: SEGA
URL: WWW.SEGA-EUROPE.COM

The new city, Glitter Oasis, looks very cool indeed

Smash the disco ball! This mini-game is really dire

Who says you need innovation in videogames? Surely you can just use the name of a game series and people will think it's great, right?

Wrong! Crazy Taxi 3 is a pretty bad example of a rehash. It gives you the same rubber-burning gameplay fun as the previous two games, but with very few additions.

There's a new city, the Vegas-inspired Glitter Oasis, redesigns of the existing cities, and a few new mini-games, but that's your lot. So the question is: should you bother to fork out your hard-blagged cheddar?

Passengers enjoy breaking their noses on the seat in front

XBOX

That white Lycra jumpsuit isn't doing her too many favours

The answer simply depends on your experience of playing previous CT games. If you've played either game much, don't bother. If not, we're sure you'll enjoy it.

CVG VERDICT

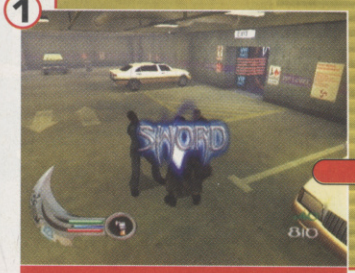
Fun but *so* unoriginal. Only for Crazy Taxi newbies. Jimmy

7 OUT OF TEN

GOOD VS BAD

+		−	
+	Arcade fun	−	Highly unoriginal
+	One new city to roam	−	Uninspired graphics
+	Lots of playable characters	−	No multiplayer

FEEL THE RAGE WITHIN



Use your rage early, and you'll only be able to use your sword...

Wait a bit longer, and you'll also be protected from attack

BLADE II

More movie cast-offs

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £44.99
PUBLISHER: ACTIVISION
OUT: SEPT. 27
DEVELOPER: MUCKY FOOT
URL: WWW.BLADE2GAME.COM

Points equal weapons, so pick up the glyphs to stock up

We cannot express how very cool a film Blade II is. It took all of the ideas of the first film, pumped them full of testosterone and let rip on the movie-going public. We dare you to find a better sequel since Godfather II.

Now we have the game, which has taken all the ingredients from the film, put them on a high heat, and left them simmering overnight. "What have we ended up with, Mr Jimmy Oliver?" you cry. A repetitive stew of a game that fails to live up to its huge potential, we reply. It's enough to make us sob loudly into our skinny mochacinno decafs.

TWISTING THE KNIFE

This month's review of The Thing, on page 86, shows that developers *can* make a good third-person, movie-based action game. So there's no excuse for this.

Make no mistake, Blade II gets the 'based on the film' bit right, conveying the atmosphere of the movie perfectly. It uses the

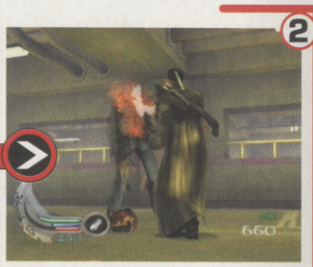
Yes, the game really does get this bloody. Hope red's your best colour

When Blade fights in hand-to-hand combat, the Active Rage bar at the bottom of the screen fills up, giving him three different power-ups, depending on how long you can wait to unleash the rage.

However, if you can hold out, you'll also be stronger...

...and kick the ass of any enemy who stands in your way

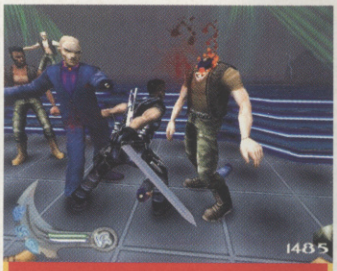
If you're without a weapon, Blade sticks a stake in enemies' heads



But if you've got a gut, he'll pump them full of the silver stuff

same colours to bring across the seedy underworld of the vampire nation. Witness the neon and strobe madness of the Exploitika nightclub for a very cool, if slightly distracting level. There's also lots of banging house and nu-metal to keep the game pumping along.

But this can't disguise the monotonous gameplay. You'll spend most of the game in hand-to-hand combat, which involves endless tapping of the right stick, and no opportunity for a bit of combo flair. Enemy AI is sometimes erratic with path-finding issues, and vampire dispersion can swing wildly from one-on-ones with bosses to 40



The sword is a simple weapon but is always satisfying to use

SHADOWMAN 2
BETTER THAN
BLADE II
WORSE THAN
BLADE

bloodsuckers shuffling after you in an insane and unmanageable bundle.

If more time had been spent on the gameplay, rather than the presentation, we might have had a better game. For example, a cinematic death-move animation periodically spoils the otherwise excellent Active Rage mode. Your rage meter continues to deplete as this animation runs, so it really can make the difference between kicking ass and playing through levels like Exploitika again. Like, duh. CVG

Vampires will burn satisfyingly, convincingly mimicking the film

"Get lost, you blood-sucking scum!" You better shout louder...

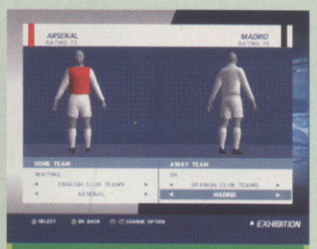
CVG VERDICT

Little difference between versions; neither is much cop. **Jimmy**

5 OUT OF TEN

GOOD VS BAD

+	−
Looks very good	Bad fighting system
The music's cool	Very repetitive
It's Blade!	Bad voice-acting



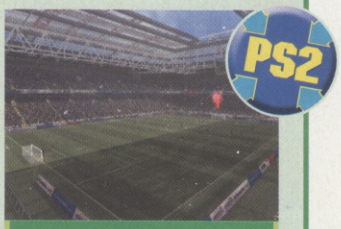
There are loads of teams to pick from, with real player names

Carlos smacks the ball into the net with a belter of a free kick

Footie **fever** is still alive

THIS IS FOOTBALL 2003

PS2



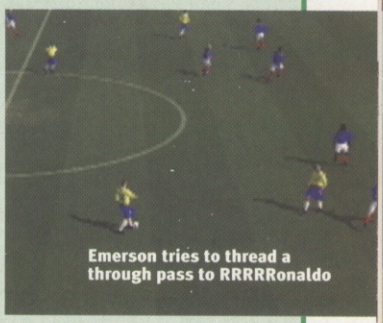
The stadia look pretty good from high up

GAME INFO BOX

NUMBER OF PLAYERS: 1-8
COST: £39.99
PUBLISHER: SONY
OUT: SEPT. 27
DEVELOPER: SONY
URL: WWW.SCEE.COM

You have to feel sorry for TIF2003. It's not a bad game but it's competing in a market with Pro Evolution Soccer, a title that's way ahead of the rest.

The gameplay's not particularly deep, just pick up and play. But it doesn't do it quite as well as ISS, Pro Evo's arcade counterpart. The goalkeepers are stupidly good, to

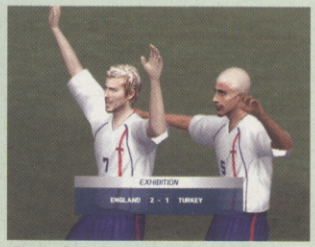


Emerson tries to thread a through pass to RRRRRonaldo

Sukur lets rip, and we ain't talking about a guff

make up for the ease of attacking play, and the game doesn't flow well because of the frequency of mistimed tackles from both the computer and human players.

The game also has the tendency to show frequent close-ups of the players, as if it's really proud of the graphics and animation. This is a shame as most of the players are stiff as a board and look like they've had hot oil poured over their heads. CVG



Players' faces look melted and freakily crazed. They scared us

CVG VERDICT

It plays okay but has too much stiff competition. **Jimmy**

6 OUT OF TEN

GOOD VS BAD

+	−
Fast-paced	Poor animation
The players look pretty accurate from a distance	Super-human keepers
	Games don't flow

THE THING

Trust us, this is one chilling survival eat-me-up of a game

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: VIVENDI
OUT: NOW
DEVELOPER: COMPUTER ARTWORKS
URL: WWW.ARTWORKS.CO.UK

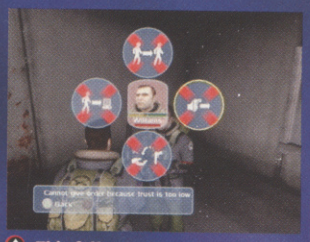
A mate transforms hideously. Burn him, before he has a chance to go berserk

It's 40 below and your balls have shrivelled to the size of peanuts. But that's the least of your worries.

Hoards of hideous heads on legs scuttle out of the darkness and start attacking you and your team. If you don't find shelter, you'll die from the piercing cold. So you and your 'buddies' blast the creatures back to hell in a frantic fight for survival, and then leg it inside the nearest building.

You relax and dream of a warming Bombay Badboy Pot Noodle. Then suddenly half your squad morphs into nightmarish Things. Typical!

Pepper enemies with everything you've got till they're a gooey mess


This fella won't trust you yet. But should you trust him?

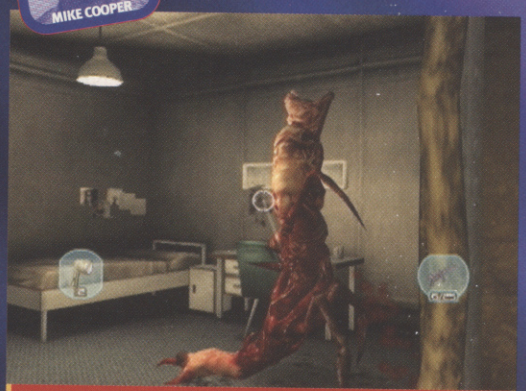
FRIEND OR FOE?

The Thing puts a new spin on survival horror. Unlike Res Evil on Cube or Silent Hill 2, this eerie Antarctic adventure is squad-based. You can give instructions to each of your comrades, but they'll have to trust you first.

But trust is fragile and hard to maintain. The Thing could be dormant within anyone at any time, so your team-mates are suspicious and frightened. You can help them to trust you by giving them weapons and ammo, healing them, or by carrying out a task they ask of you.

Certain events that occur change everyone's frame of mind – indicated by the various icons that appear

REVIEWER
MIKE COOPER

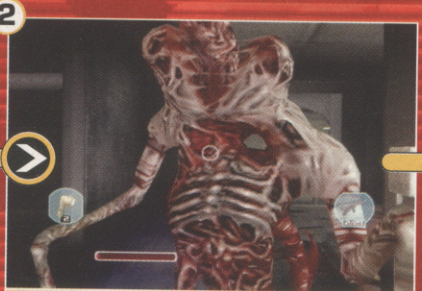

A giant, walking, bloody faeces! How marvellous

CREATURE CARNAGE

The Thing throws a far larger dose of creatures at you than any other survival horror title on PlayStation 2. You'll frequently come under attack from a mini-army of beasts. What's more, you regularly find yourself ambushed by massive mangled freaks that can only be taken down with a barrage of bullets and flame attacks. It's a tough job but somebody's got to do it...

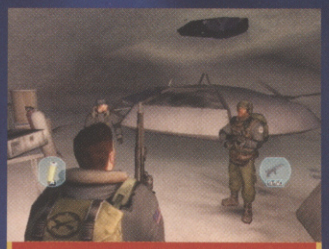
1

It's freak-show time. A gang of gross little ankle-biters sprints out of the shadows...

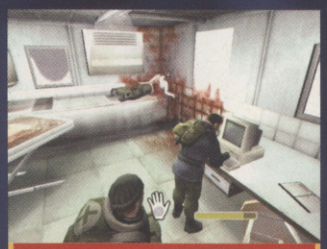
2

...closely followed by Jade from Big Brother, squealing: "Wanna see me kebab?"

3

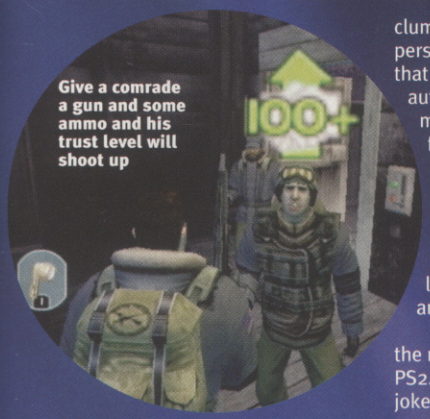
Fill the bloody monster then let your team-mat



The UFO from the movie. If you haven't seen it, rent it now!



"Gross! Grab the digital camera! The guys at home will love this"



Give a comrade a gun and some ammo and his trust level will shoot up

above the heads of the team. These icons are a bit confusing at first, but once you've learned what they all mean, managing your team becomes exciting and rewarding.

Treat your members right and they'll help you in battle and aid you in solving puzzles. But it's the unpredictability of their mood swings and the possibility that they're an enemy that adds the real spice to your relationships. You have to be on your toes at all times.

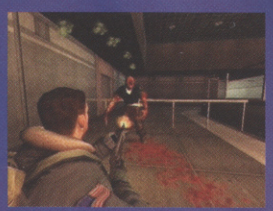
FIRE AND ICE

The visuals and weather effects are impressive, but it's the overall atmosphere that really gets you. Claustrophobic, cold and dark, you can't help but feel vulnerable. And rightly so, because when the action does kick off, it's gross and pretty intense. Giant freaks slash at you with deadly tendril-like limbs, as you and your team fill them with bullets and toast them with flame-throwers.

There's loads of gory action to enjoy, but the combat system, auto-targeting and controls can be a bit clumsy. You can enter a first-person view and blat creatures that way. But the third-person auto-aim view is probably the most practical and user-friendly, as you can move around while fighting. Once you've got to grips with the slightly awkward control set-up, you'll forget about what your hands are doing and lose yourself in the gruesome and engaging adventure.

You don't have to have seen the movie to enjoy The Thing on PS2. You might miss a few in-jokes, but there's more than enough in the way of quality puzzles, sinister action and twists to keep everyone hooked.

Fight fast when outdoors or you'll die in the harsh conditions



The Xbox and PC versions are identical to the PS2 game

CVG VERDICT

8
OUT OF TEN

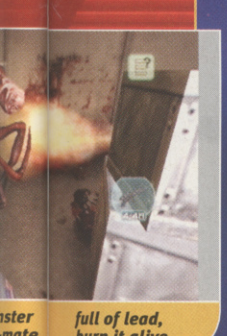
Although clumsy in parts, The Thing is an original survival horror experience that should appeal to fans of the movie and newcomers alike. **Mike**

GOOD VS BAD

+	−
+ Claustrophobic atmosphere	− Controls are a bit cumbersome
+ Impressive blizzard effects	− Monsters don't terrify
+ The innovative trust factor	

IF YOU LIKE THIS TRY THESE...

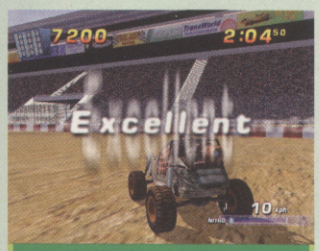
xoxoxo xo xoxoxooxx (XXX), Xoxoxo xoxooxx (XXX)



full of lead, burn it alive

CHASE

Cars, catsuits, carnage



The quality of the challenges varies greatly during the game

Sometimes your car will fly hundreds of feet into the air

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £44.99
PUBLISHER: BAM!
OUT: SEPT. 20
DEVELOPER: I-MAGINE
URL: WWW.BAM4FUN.COM/CHASE

Destroy the other car within the time limit

Oh dear, here we go. A couple of months back Stuntman came out for the PlayStation 2, and now the stunt deluge seems to have started.

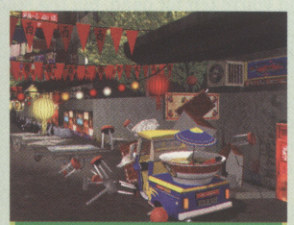
Every developer is going to be releasing a 'stunt' game that sees you crashing into barrels and performing the requisite barrel rolls.

Well, if they're anything like Chase, we're not complaining at all. From the John Woo-style director to the crazy handling of the vehicles, this game is based on one idea: fun.

The graphics may be bland, the game too short and the vehicle physics can seem a little over-the-top, but there is genuine variety here. The numerous cars, bikes and Tuk-Tuks offer different challenges and there's a cool multiplayer mode. By the end of it all, you'll just wish the action could have lasted longer.

Crashing into barrels makes for some spectacular replays

Replays look cool, but there aren't many options



The Tuk-Tuk – our favourite

CVG VERDICT

7
OUT OF TEN

If Stuntman's too hardcore for you, try this instead. **Jimmy**

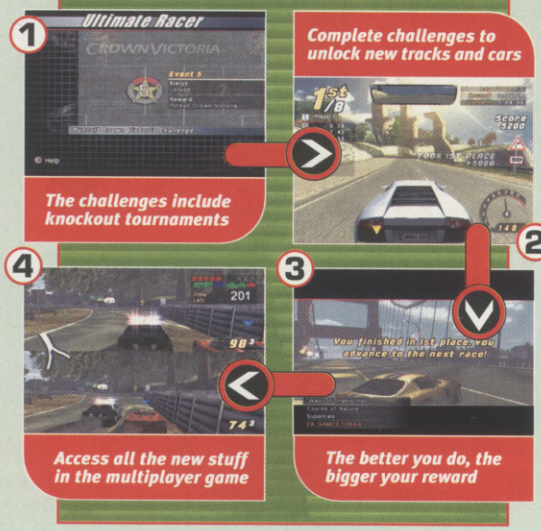
GOOD VS BAD

+	−
+ Fun! Fun! Fun!	− Too crazy for some
+ Perfect difficulty level	− Not long enough
+ Loads of variety	− Bad graphics and sound

NEED FOR SPEED HOT PURSUIT 2

GIMME NEW GEAR

Need For Speed is jammed with cool challenges which, when completed, give you access to even faster cars and better tracks. Nice.



Leaves **Burnout** back at the **lights**

GAME INFO BOX

NUMBER OF PLAYERS: **1-2**
COST: **£39.99**
PUBLISHER: **EA**
OUT: **OCT. 25**
DEVELOPER: **BLACK BOX**
URL: WWW.MIDWAYGAMES.COM

When the cops in Hot Pursuit II give chase, they REALLY give chase. If you're still on the run after being side-swiped by a black-and-white, they'll set up roadblocks to prevent your escape. And, if you're still going after that, they'll send in a chopper that drops napalm death from above.

Need For Speed Hot Pursuit 2 is arcade racing at its best, rivalling Burnout for sheer speed and introducing elements of Grand Theft

Reverse, reverse! Get busted three times and you're out of the game

BURNOUT 2: POINT OF IMPACT

All-out driving madness

You've just stepped off the plane and jumped into a cab. Looking forward to a hot shower back at the hotel, you enjoy being chauffeured through the airport. Then you hear a distant screech which soon becomes deafening, accompanied by the oncoming headlights of a speeding stock car. There's a huge pile-up and you're left for dead, but the stock car continues its mad run a few metres down the road.

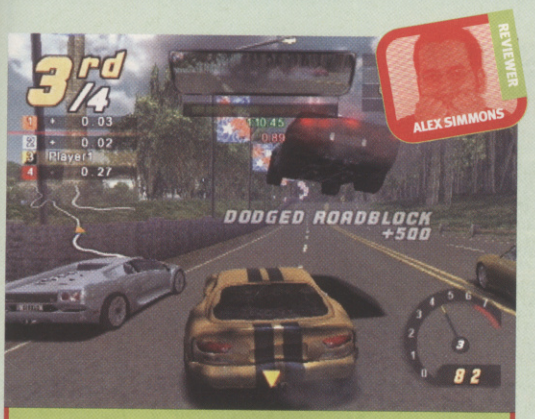
GAME INFO BOX

NUMBER OF PLAYERS: **1-2**
COST: **£39.99**
PUBLISHER: **ACCLAIM**
OUT: **OCT. 4**
DEVELOPER: **CRITERION GAMES**
URL: WWW.BURNOUT2.COM

Welcome to the crazy world of Burnout 2. This is arcade fun at its most pure, and what's more, it makes some significant improvements over the original Burnout.

MAX POWER

If you've been off in space guarding the gaming frontier, here's the skinny on the original. Burnout rewarded



REVIEWER
ALEX SIMMONS

Flying cars, police roadblocks and cool cars. Perfect

Napalm death! Police choppers drop bombs on your head

NFS is crammed with mint cars. And even better, you get to wreck 'em

Auto III to create what is one of the PS2's most enjoyable racers.

The game's split in two – first off is World Racing, gear-crunching driving in cars you can only dream of owning. It's kind of like Gran Turismo without the dull garage bits, racing around vast street tracks against half a dozen other speed-freaks.

THE HEAT IS ON

Hot Pursuit is where you have the most fun, though. Here it's you against the filth, escaping from the long arm of the law in either a one-off race or tucking into the meaty Ultimate Racer mode. Thirty events test your mettle behind the wheel,

GT3 BETTER THAN NEED FOR SPEED BETTER THAN BURNOUT 2

Burst through a roadblock and you get cool Matrix-style slow-mo replays

with each course having its own sweet shortcuts – usually found by venturing off the beaten track. While these offer faster routes, they're usually a lot more perilous.

When you get bored of running from the cops, try the multiplayer. It's more than a bog-standard, head-to-head slog – instead you and a mate are both running from the law, fighting off the cops as well as ramming each other to take the lead. The cops get more aggressive as the chase continues, and it's here the police really add another dimension to the game.

You can even play as a cop, tailing your mate as he does a runner. And the more missions you complete in singleplayer, the more new cars and tracks are unlocked in multiplayer. This means there's plenty to get stuck into, both on your own and with a mate. Better still, you'll never get bored of running the rozzers off the road. Sweet.

CVG VERDICT

Fun chaser with more on offer than your typical racer. **Alex**

9 OUT OF TEN

GOOD VS BAD

+ Looks great; *really* fast
+ Hot Pursuit mode rocks
+ Wicked multiplayer

– The Need For Speed cops are tough in a way that's almost super-human

FEEL THE BURN

We all know that Burnout is about driving like a nutter to get boosts, but you can't just crash into a tree and expect to be rewarded. With more ways to fill your Burnout Meter and the ability to keep your Burnout going indefinitely, we tell you how to burn up the road.

1

Drive straight into oncoming traffic. Mad

2

Get up close and personal with other vehicles. Nifty

3

Tap the brakes and speed out on the corners

4

Jump over humps and catch as much air as possible

5

Don't hit anything during your boost and get a bonus

you for driving like a boy racer – the closer to the edge of motoring disaster you got without falling off, the more your Burnout Meter would increase. Once it was full, you were away – boosting wildly through the roads of your given course.

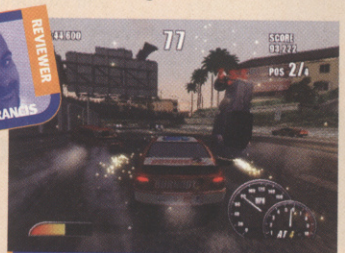
In Burnout 2 there are more tracks, more cars and more gameplay modes to keep you interested. The graphics are gorgeous, and the overall presentation is much better. There's a school for offensive driving to teach you the basics, and the Crash mode, where you're challenged to cause as much damage as possible on a stretch of road.

With 32 new tracks and seven cars to unlock, you'll spend many an hour enjoying the edge-of-seat action. Do not play this game in front of a new girlfriend, because you'll instantly be branded a wimp as she watches you jump out of your chair every time you have an unexpected head-on crash.

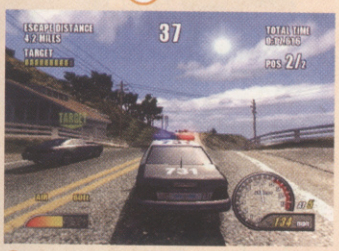
The only negatives are the sound, which, apart from during the crashes, is pretty poor. The difficulty level is also slightly too easy – the singleplayer game won't take too long to finish. But the multiplayer mode should ensure that this disc gets used for a long time to come.

REVIEWER
JIMMY FRANCIS

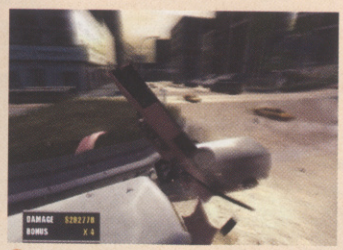
The replays have been improved with the rest of the game



Driving straight through without getting a scratch is satisfying



The Pursuit Mode is a new addition



The new Crash Mode is all about maximum motorised carnage

CVG VERDICT

All-out action driving without having to get off your butt. **Jimmy**

8 OUT OF TEN

GOOD VS BAD

+ Looks great
+ Fast-paced brilliance
+ Loads of tracks

– Most gamers will find singleplayer too easy
– Rubbish sound effects

IN THE ZONE

As you drive through a Shox Zone gate, a counter begins; make your way to the next gate before the timer runs out. Three medals are awarded depending on how quickly you drive between the gates, and these mini-challenges reward players with cash, more cars and night-time versions of certain tracks.

Drive through a Shox Zone gate and a bar appears, counting down to zero

The road between Zones often twists, making it hard to beat the clock

Make it through in time to receive a medal and a firework display

SHOX

PS2

Your screen even becomes flecked with splashes of dirt when you're playing from the driver's perspective

The competition better watch out

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: EA
OUT: NOV. 22
DEVELOPER: ELECTRONIC ARTS
URL: WWW.EA.COM/EASPORTSBIG/HOME.JSP

Take three pints of Burnout, stir in a tablespoon of World Rally Championship then garnish with the outrageous visuals of SSX Tricky. Et voilà! You've got Shox, the sixth title in EA Sports' Big series.

Shox is an arcade rally racer where players powerslide through ice, desert and jungle environments, using all their skills to stay on the road and clock a better time than their rivals. But while other PS2 speedsters crushed arcade fans with boredom, Shox injects a healthy dose of fun.

JUST FOR FUN

Players who were left cold by the dull action in World Rally Championship will feel immediately at home here. Instead of having to master precise braking and perfect powerslides, the game boasts a friendly control system where keeping your finger glued to the accelerator is enough to crash through the early stages and get to grips with the extravagant action.

Up to four people can play without sacrificing graphical detail or speed

Races are vastly different to the PS2's realistic sims, allowing players to fly off slopes and catch some air. Such moments are presented as slo-mo, Matrix-style clips: the action stops and the soundtrack falls silent as your motor glides through the air with all the grace of a breeze block.

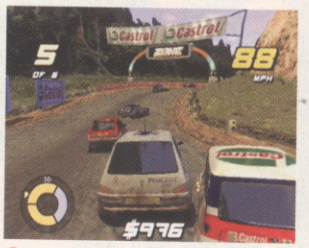
Shox also offers a more compelling rally experience as you're pitted against more than a merciless timer. Each race features six cars, making for some unbelievable pile-ups as you slide around the hairpin bends. The rival drivers are also very intelligent, and making a single mistake on the last lap is enough to see you limping across the finish line in sixth place.

The game features 24 licensed vehicles from the likes of BMW, Ford and Toyota, and players can use money they earn to buy new cars and build the ultimate off-road collection.

If you don't have enough money, you can instead use cash to gamble with your opponents. A heart-stopping one-on-one race decides who walks away with the mean machine on offer, again adding depth to the traditional rally experience.

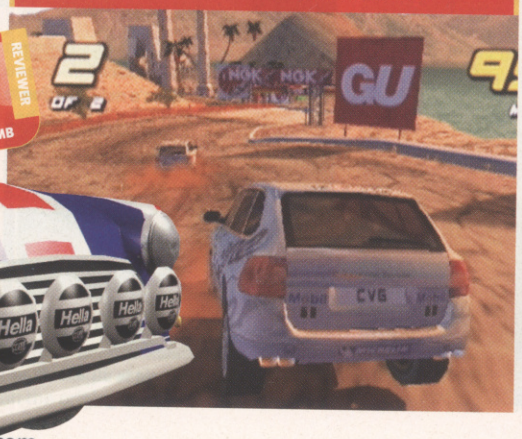
While Shox won't win any prizes for innovation or technical excellence, it's an engaging and beautifully presented package. Shox rocks!

You can win or lose money based on the strength of your performance



Cars reflect their surroundings – until they get caked in mud, that is

The gambling challenges are incredibly tense – mess them up and you'll lose a wad of hard-earned cash



CVG VERDICT

Shox is well presented and compelling, injecting the rally genre with a much-needed shot of fun. Sure to appeal to most boy racers. **Dave**

7 OUT OF TEN

GOOD VS BAD

+	−
Lush graphics	Completely unrealistic
Blindingly fast action	Only three environments
Addictive rally experience	Rival AI unfair at times

IF YOU LIKE THIS TRY THESE...
Burnout 2 (PS2), V-Rally 3 (PS2)

Disney's Lilo and Stitch

Aliens are invading GBA

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: UBI SOFT
OUT: SEPT. 27
DEVELOPER: DIGITAL ECLIPSE
URL: WWW.DIGITALECLIPSE.COM

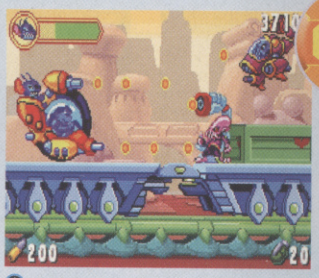
The lovely Lilo tries to escape from the clutches of the aliens

Stitch isn't your average pet. He may look like a smurf crossed with a Gremlin, but that's because he's a genetic mutation from outer space. Obviously.

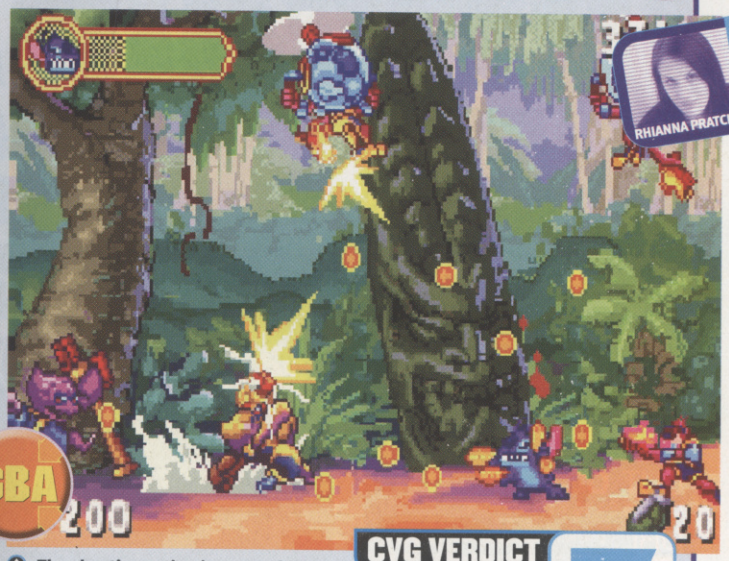
In this GBA tie-in with the Disney movie – about a little blue alien and his Hawaiian girlfriend Lilo – Stitch has to rescue his pal from the clutches of some evil invaders.

SPACE INVADERS

The gameplay is divided between typical platform-style shoot 'em ups, in a similar vein to Nintendo's Mega Man, and spaceship shooter levels that are reminiscent of that crusty old arcade classic Asteroids.



Commandeer wild vehicles in the name of saving the galaxy



The shooting action is some of the most intense you'll find on GBA

Although it's clearly aimed at a younger audience, the gameplay is quite challenging, even for more experienced players. It's Disney, too, so it's guaranteed to be cute and colourful, screen after screen.

REVIEWER: RHIANNA PRATCHETT

CVG VERDICT

Not just eye candy – a good little action game. **Rhianna**

7 OUT OF TEN

GOOD VS BAD

+ Nice animation
+ Challenging levels
+ Frenetic pace
– Perhaps just a little too difficult
– Annoying music

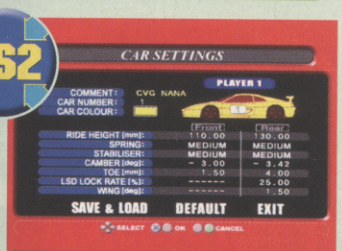
Ferrari F355 Challenge

Borrow the keys but mind the paintwork!

GAME INFO BOX

NUMBER OF PLAYERS: 2
COST: £39.99
PUBLISHER: SONY
OUT: SEPT. 27
DEVELOPER: SEGA AM2
URL: WWW.SEGA.CO.UK

You just need to follow the red line to reach the Wizard



Ooh. I'd like my Ferrari to come in banana yellow, please

It's taken its time, but Ferrari F355 Challenge is the conversion of the ultra-tough arcade racer inspired by cult game designer Yu Suzuki's favourite car.

OLD ROPE, NEW MONEY

If you've played the Dreamcast version, there'll be few surprises in store here. Minor improvements have been made but the biggest addition is the Great Driver Challenge. This is where you earn points for smooth driving and lose them for ungentlemanly conduct.

There are ten well-chosen circuits with little pop-up and the Ferraris are lovingly crafted and pack some serious physics under the bonnet. However, this serves to make the game more driving simulation than driving-fun.

Ferrari 355 Challenge may take days rather than hours to master, but as it's just you driving a 355 against more 355s in different colours, it's simply not enough.

In the long term the game will appeal to two sorts of people: those who get a kick out of shaving split times, and flag-waving Ferrari nuts.

Force a crash then laugh again during the replay

You're expecting Murray Walker to scream out "Go! Go! Go!" But he doesn't. Ah well

REVIEWER: NICK WALKLAND

CVG VERDICT

An over-hyped driving game that never gets revving. **Nick**

5 OUT OF TEN

GOOD VS BAD

+ Pretty realistic
+ Polite driving challenge
+ You get to drive a Ferrari
– Only one car
– Takes an age to master
– Dull and samey

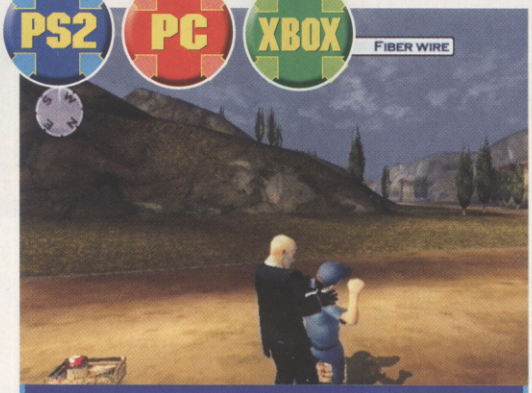
HITMAN 2: SILENT ASSASSIN

Mr 47 returns with a killer game

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: EIDOS
OUT: OCT. 11
DEVELOPER: IO INTERACTIVE
URL: WWW.HITMAN2.COM

PS2 PC XBOX



Garrotting with the fibrewire is very satisfying

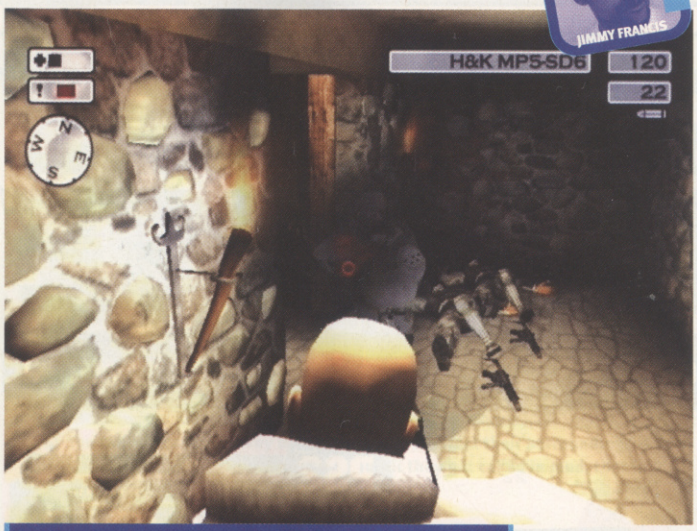
Hitman was a popular game for the PC in 2000. As a genetically engineered assassin known only as 47, it was your job to choke, snipe and machinegun the scum of the earth.

Now we have a sequel, on PS2, Xbox and PC (PS2 version reviewed here), that improves on the original in every conceivable way.

47 has retired to a Sicilian monastery, attempting to pay penance for his many heinous crimes. His peace is disturbed, however, when the priest safe-guarding him is kidnapped by the local mafia, sparking a series of missions as 47 tries to bring his mentor back to safety.

This game actually has more in common with Pikmin than Tomb Raider. At heart, each level is a huge puzzle of how to best reach your target. The game's a real slow-burner as a result: it'll take several attempts to complete most of the huge variety of levels. You'll try various strategies, only to get killed and go back to your last save point. So patience is a must.

The trusty sniper scope is back once again. Hooray!



There's the occasional bloodbath to experience, in addition to the whole creeping-around thing

DUNK ME IN HEAVEN

The satisfaction of completing each level is immense, partly due to the excellent enemy AI, but mainly because the game is so immersive. The voice acting is top, as are the orchestral score and control system, which puts the PS2 pad to full use.

The only negative element is the graphics. Although they are absolutely gorgeous, from the vineyards of Sicily to the mountains of Pakistan, there is the occasional glitch and slow-down. But this only serves to emphasize the quality that is evident the other 99 per cent of the time. Go buy it! CVG

ARE YOU PUZZLED YET?

The puzzles in Hitman 2 will often require you to apply more lateral thinking than you might in the average game, so make sure you put those little grey cells into full working mode. Here, you must assassinate one of the game's dirtbags using a car bomb. Sounds familiar.

Disguise yourself as a soldier, and you'll be killed sharpish

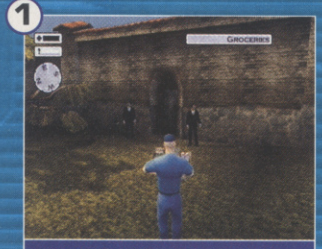
So climb into the sewer and emerge behind the chauffeur taking a slash

Now place the bomb and the imbecile guards will be none the wiser

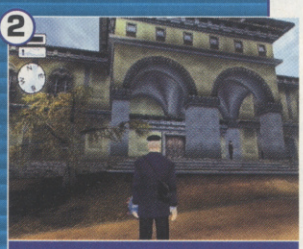
Kill him and then use his clothes as an effective disguise

MULTIPLE ENTRY-GASM

In your first mission, there are a couple of different ways you can get into the big, bad mafia boss's house. Work out the best one and it'll make your life a lot easier, not to mention longer.



Steal the delivery boy's clothes and go in the back way...



Or use the postman ruse and walk straight in the front door

CVG VERDICT

One of the most engrossing games of the year. If you want a huge game that will take over your life for a couple of weeks, this is it. Jimmy

9
OUT OF TEN

GOOD VS BAD

+	−
+ Looks and sounds amazing	− The odd graphical glitch
+ Engrossing gameplay	− If you want a quick fix, it's not for you
+ Very non-linear	

IF YOU LIKE THIS TRY THIS...
Metal Gear Solid 2 (PS2)

Yes it's brown, but it's quite a treat for the eyes all the same

Fight decent folk and you'll be arrested for attempted murder

THE ELDER SCROLLS III: MORROWIND

Your **secret life** awaits

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £44.99
PUBLISHER: UBI SOFT
OUT: OCT. 18
DEVELOPER: BETHESDA SOFTWORKS
URL: WWW.MORROWIND.COM

Be ready for the consequences if someone sees you stealing

Some people resort to violent outbursts when their lives are in the gutter. Others opt for a sex, drugs and rock and roll lifestyle to escape their humdrum lives.

CVG's chosen method of escapism is Morrowind. You can be an entirely different person, live a totally different life and do exactly what you want to do. And, as long as you're a fan of brown scenery, you might not ever want to leave.

ZELDA: OCARINA OF TIME
BETTER THAN **MORROWIND** WORSE THAN
AZURIK: THE RISE OF PERATHIA

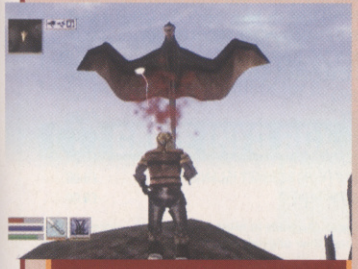
Loot the dead, but don't take anything that has their ID on

Talk about crazy taxi – here you ride these beasts from A to B

I WANT TO BE A Pprincess

With complete freedom to do whatever you want, you can play through the main story or join one of the many guilds and take on quest after quest. You can even create your own garrison and rise to be an all-powerful warlord.

Such freedom comes at the cost of fast-paced gameplay, but with this much detail and ambition, that's a small price indeed.



With ranged combat skills, these Cliff Racers are a cinch

CVG VERDICT

8 OUT OF TEN

Unique and enormous. May be too quirky for some. Lee

GOOD VS BAD

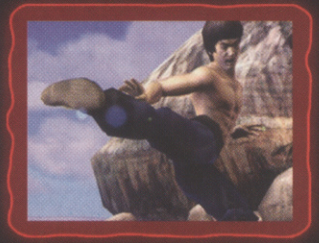
+	−
The biggest game ever	Not a console game
Lovely graphics	Dodgy combat
Complete freedom	Grow a beard

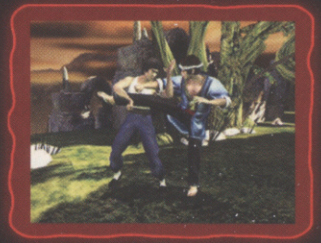
UNIVERSAL INTERACTIVE

ONLY ON XBOX

FIGHT TO CARRY ON HIS LEGACY

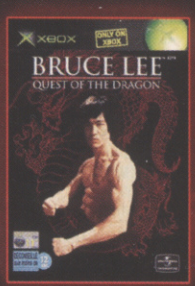
BRUCE LEE
QUEST OF THE DRAGON





• Fight as Bruce Lee, with authentic motion-captured Jeet Kune Do moves.

• Battle your way through London, Hong Kong and San Francisco in 30 action-packed levels.



XBOX

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RONIN

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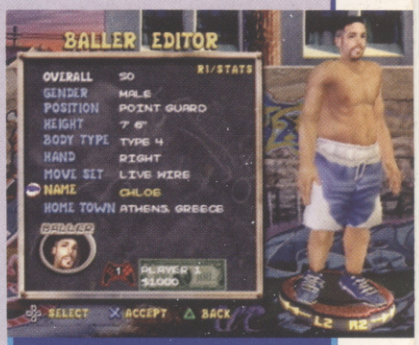
STREET HOOPS

Yes, it's **street.** But it's a **load of balls**

There's a huge list of videogames that have tried to capture the fast-paced fun of basketball, and the success of these games has been varied to say the least.

Unfortunately, Street Hoops ends up at the lower end of that list. Based in the world of 'the most infamous players' in street ball, this game will become notorious for all the wrong reasons, namely its complicated controls and baffling AI. For example, the opposing team will often pass the ball from under a clear basket to a distant player for no apparent reason. Eh?!

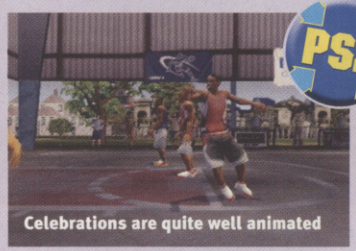
This may give you a chance to defend, but doesn't make for a very enjoyable game – no matter how 'cool' the concept.



The create-a-player option is quite a limited feature, unfortunately

GAME INFO BOX

NUMBER OF PLAYERS: 1-8
COST: £39.99
PUBLISHER: ACTIVISION
OUT: SEPT. 27
DEVELOPER: BLACK OPS ENTS.
URL: WWW.STREETHOOPSGAME.COM/



Celebrations are quite well animated

Gameplay can often be very confusing, even for us brains at CVG

CVG VERDICT

Plays like a harmonica blocked with spit. **Jimmy**

5 OUT OF TEN

GOOD VS BAD

+	−
Nice graphics	Difficult controls
Cool commentary	Strange AI
Street soundtrack	Gameplay lacks fluidity

The A-class presentation is sure to impress throughout

Time is like currency – you use it up as you tweak your vehicle

The cars are positioned quite a way forward to reduce pop-up

Smack! Probably not the best way to win the arcade race mode

COLIN MCRAE RALLY 2.0

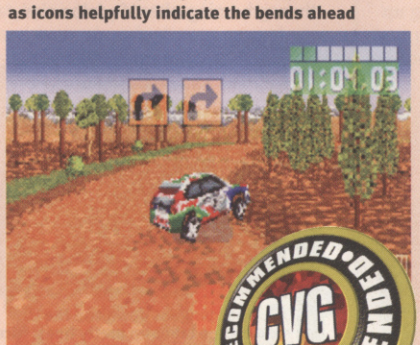
Packing a real **handful of horsepower**

Who said GBA can't do 3D very well? Colin McRae Rally 2.0 features fully 3D cars and drive-anywhere 3D courses. And like Infogrames' recent V-Rally, the game looks absolutely incredible for it.

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £29.99
PUBLISHER: UBI SOFT
OUT: SEPT. 26
DEVELOPER: UBI SOFT
URL: WWW.UBISOFT.CO.UK

Loads of top-quality speech samples as well as icons helpfully indicate the bends ahead



It's also one of the most extensive and complete driving experiences on ANY machine, not just GBA.

The courses are huge, there are loads of cars plus almost limitless ways to tweak and tune them, and there are both single- and multi-pak multiplayer races for up to four people.

ZOOMING GREAT

The handling is spot on and the driving action comes as fast as a nitro-charged Ferrari. If there's one thing lacking, it's the undulating tracks seen in V-Rally. On the plus side, though, the draw distance is much better than Infogrames' game.

Colin 2.0 was the best rally game on PSone and, alongside V-Rally, it represents the pinnacle of handheld driving games on GBA.

CVG VERDICT

Quite simply the ultimate in handheld driving. **Lee**

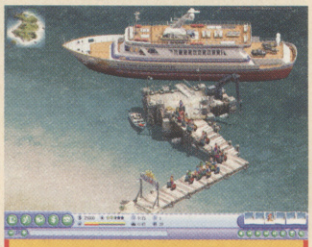
9 OUT OF TEN

GOOD VS BAD

+	−
Spot-on handling	Flat courses
So much game here	Engine noises may get on your wick
Looks incredible for GBA	

BEACH LIFE

Create a pervy **paradise**



The boat transports yet more guests into your resort

Make sure you have loads of bars to keep your guests tanked

GAME INFO BOX

NUMBER OF PLAYERS: **1**

COST: **£29.99**

PUBLISHER: **EIDOS**

OUT: **NOW**

DEVELOPER: **DEEP RED**

URL: **WWW.EIDOSINTERACTIVE.CO.UK**

Party-hungry revellers love the clubs but are more violent

Winter might be on its way, but at least you can relive your boozy summer antics with this funky new sim/strategy game.

Better yet, you get to decide just how many happening beach bars you want in your resort, and how many wet T-shirt competitions you want to host to keep your sun-seeking guests happy. That's quite a few, then.

The more extravagant the feature, the happier your guests

LIFE'S A BEACH

Beach Life gives you a whole bunch of different scenarios to play through. To solve, each one will require some clever management skills, like hiring staff and building what the customers want. Thankfully, the emphasis is placed firmly on fun rather than tedious micro-management.

Deep Red has even been kind enough to include a mode where you can simply observe what your guests are getting up to and how well they're taking to your facilities. Perfect if you want to ogle the ladies.

CVG VERDICT

Pleasingly acknowledges that games are about fun. Lee

7 OUT OF TEN

GOOD VS BAD

+ Light-hearted, funny
+ Simple interface
+ Cool voyeur mode
− A bit samey
− Two-dimensional graphics
− Not much is new

C'MON, COUNTER *THIS*!

You don't just have to rely on your driving skills to get by. Each vehicle has two countermeasures to help give you an edge and these are unlocked as you play. Our favourite is the giant electrical sphere, which repels all attackers. Countermongous!

1

Cops on your tail? Use the turbo to get the hell outta there!

Drop a load of mines and these guys will soon give up

2

SMUGGLER'S RUN: WARZONES

Bang-on **bootlegging** action

GAME INFO BOX

NUMBER OF PLAYERS: **1-4**

COST: **£39.99**

PUBLISHER: **ROCKSTAR GAMES**

OUT: **NOW**

DEVELOPER: **ANGEL STUDIOS**

URL: **WWW.ROCKSTARGAMES.COM/SMUGGLERSRUNWARZONES/**

Each mission takes place in a different area of one of the three huge maps

PS2

We've all had the feeling. Dangerous goods in transit needing speedy delivery, but a world of hazards getting in the way of making the drop. Warzones, the latest in the high-octane, action-driving Smuggler's Run series, recreates the same urgency and danger of making it to the toilet on time to release your dirty cargo.

Wisely, the game chooses to do it with insane vehicles burning at incredible speeds across vast, war-torn landscapes, from where you need to collect contraband booty after it's been jettisoned from choppers overhead. Much more fun than a morning-after-Vindaloo sim.

(CONTRA)BAND ON THE RUN

Across these vast landscapes, it's your job to run the gauntlet of rival smugglers and the local law enforcement in a series of ace missions. The simplest task is to pick up the contraband and then ditch it at the drop-off point.

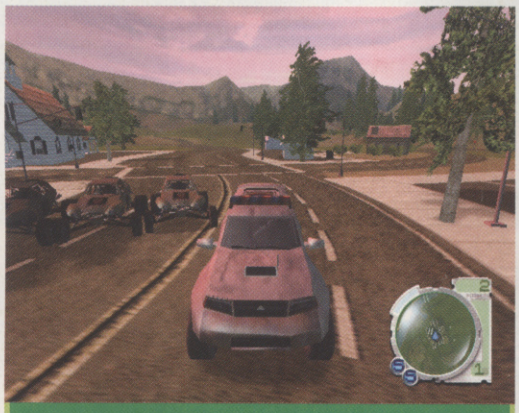
The sun goes down and the snowscape takes on pretty hues. Nice

In snow, mud, fields and deserts, the car handles just as you'd expect

Multiplayer games are some of the best fun on GameCube – especially the team games

Follow the arrow on the HUD but watch for sneaky obstacles

Yellow flares mark contraband to pick up and red ones are drop-off points



The graphics may be a bit on the brown side but they shift at an unbelievable speed as you play

More complex missions involve chasing other cars, destroying rival vehicles and taking on entire teams of smugglers with your own team to which you have issued strategic instructions. The action is pure arcade adrenalin; there's so much variety in the missions, and the learning curve is so spot on, you'll hardly be able to stop yourself playing.

In addition to the hugely addictive frenzy of the singleplayer game, Warzones includes one of the finest multiplayer experiences you'll find on Cube. There are loads of deathmatch-style modes, plus team-based games and even a bunch of races around super-challenging courses.

It's one of the best driving games on Cube, slick and stylish too. CVG

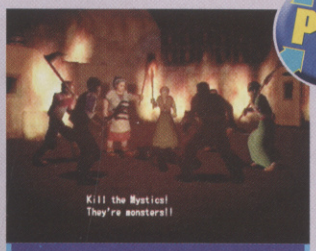
Enemy AI is impressive – the cops and army hunt you like a pack

CVG VERDICT 8 OUT OF TEN

Fast, fun, with awesome multiplayer action. Lee

GOOD VS BAD

+ Enormous levels
+ Cracking pace
+ Totally addictive
− Too simple for some
− Graphics quite muddy
− Gets pretty tough



The Mystic Meg Fanclub's annual subscription is cancelled

Competition for the 'Worst '80s Outfit' was stiff

LEGAIA 2: DUEL SAGA

Cutscene-heavy drama

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: EIDOS
OUT: OCT. 11
DEVELOPER: SCEI
URL: WWW.EIDOSINTERACTIVE.CO.UK

Cutscenes are plentiful but bog down the game

Some of the battle moves are really very cool. Thwack!

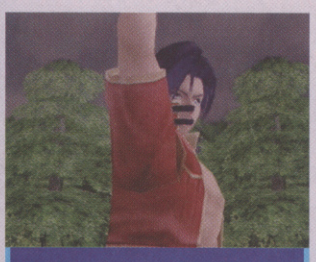
The dynamic camera injects some much-needed excitement

Turn-based role-players are funny things: you either love 'em or hate 'em. But Legaia 2 just manages to land between the two.

It won't set the world alight with stunning gameplay innovations, but neither does this game manage to annoy the hell out of you with too many boring battles.

What you do encounter, though, is lots of tedious cutscenes. These are overused to an annoying extent in developing the story of Lang. He is a young man living in a village which has its source of water, the Aqualith, stolen.

This is a shame because despite the bland graphics and terrible voice acting, Legaia 2 plays fairly well in the places where it actually concentrates on being interactive. CVG



Lang makes some very strange comments when he wins battles

CVG VERDICT 4 OUT OF TEN

Could have been good, but on-rails nature lets it down. Jimmy

GOOD VS BAD

+ Plays well when you actually get the chance
+ Cool in-battle camera
− Too many cutscenes
− Bland graphics
− Crap voice-acting

TREASURE PLANET

Imitation without innovation? Hmm...

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: SONY
OUT: OCT. 11
DEVELOPER: BIZARRE CREATIONS
URL: WWW.PLAYSTATION.COM

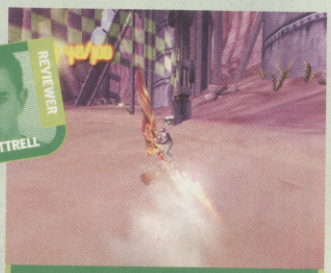
We're sure there weren't alien landscapes in the book...

Blast through the canyons but don't clip the walls – it hurts

Windsurfing on meteors will be the next extreme sport to go big

Just as Treasure Planet the movie is a Disney retelling of Robert Louis Stephenson's Treasure Island, Treasure Planet the game is a remixed version of platform classic Jak And Daxter. Unofficially, of course (they are made by different companies) but the similarities between the two games is startling.

Environments are large and seamless but lack ambient action



If you've seen the trailers, you should recognise this bit

LONG JOHN SILVER

Mixing the 'pirate-ships-in-space' nonsense of the movie with free-roaming, seamless platform action works well and the game is sufficiently large and challenging to please experienced players as well as the inevitable kiddie market.

Fun and colourful, as an action game Treasure Planet ticks all the right boxes, but there's absolutely nothing you can't get with a shinier sheen elsewhere.

CVG VERDICT

An enjoyable little game without being remarkable. Lee

7 OUT OF TEN

GOOD VS BAD

+ Excellent movie footage
+ Huge game world
+ Ace space-surfer
– Wholly unoriginal
– Empty environments
– Seems a bit rushed

WAY OF THE SAMURAI

Indiscriminate slaughter. Cool!

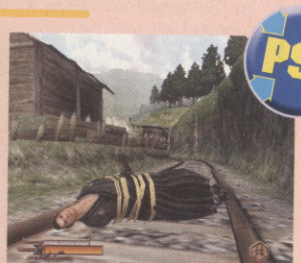
What's this, then? A beautiful damsel in distress! So you have a go at joining their gang. Oh

GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: EIDOS
OUT: SEPT. 9
DEVELOPER: AQUIRE
URL: WWW.BAM4FUN.COM/SAMURAI/

This is no ordinary samurai sim: you play a samurai arriving in town, ready for some third-person adventuring and fighting. What makes it different is that your choices matter: side with the innocents, join one of the none-too-clean factions, or run amok slaughtering everyone, just to see what happens.

The game's set right at the end of the era, in the 19th century, and samurai are about as popular as a dose of the clap. A turf war is raging and it's the death of the samurai order that drives the story.

Each pleasingly vicious encounter tests your samurai skills, which can be augmented by using different swords from the people you've killed. And the game is designed to be replayed with different actions: there are at least six possible endings, and you may have to play through them all to get your money's worth.



When help shows up, you can insult them and tell them to go

...Which means that they leave you there for the train. Ouch!

CVG VERDICT

Good fun even if you're not really into samurai. Joff

7 OUT OF TEN

GOOD VS BAD

+ Authentic fighting
+ Each decision has a consequence
– Not great-looking
– Pretty short, pretty tiny
– Two-player a bit dull

TAZ WANTED

Taz plays Mario at his own game

While Taz fights for fame in his other game outing this month, Loons (see page 81), it seems in Taz Wanted he's a little over-exposed. There are Wanted posters all over the place and it's your job to destroy all of them in Mario 64-style platform challenges while trying not to get caught by the zoo keepers.

SMASH AND GRAB

Taz Wanted is a good platform game, with some clever gameplay challenges, wild and slightly surreal level designs and loads of humour. All versions play the same, but it's the Xbox version that's most significant. On a machine that's still sorely lacking a 3D platform hero, Taz Wanted is the closest you'll get to a Mario-type experience. We're not sure if that makes us happy or sad.

Levels are like big playgrounds with loads to play around with

You have to avoid the zoo keepers or they catch you and steal your points

Electric fences burn Taz's fur. Ouch!

First-person view is very helpful

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: INFOGRAMES
OUT: OCT. 18
DEVELOPER: BLITZ GAMES
URL: WWW.INFOGRAMES.CO.UK

CVG VERDICT

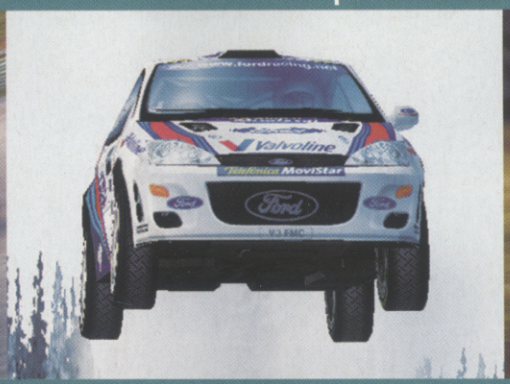
Destruction, fun and weirdness – all a Taz game should have. Lee

7 OUT OF TEN

GOOD VS BAD

+ Clever puzzles
+ Brilliant visuals
+ Taz is ace
− Lacks a certain amount of originality
− Unpolished in places

colin|mcrae|rally|2.0™



Features 9 of the world's best rally cars past and present accurately rendered in 3D from Ford Focus RS WRC to Mitsubishi Lancer to Subaru Impreza.

Drive 36 stages through various countries featured in the "World Championship".

4 player link up option with one cartridge.
The ultimate rally experience.
Go head-to-head with your friends in a knockout tournament.

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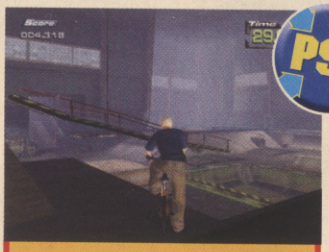
GRAVITY GAMES – BIKE: STREET.VERT.DIRT.

BMX games fall to earth with a crack

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: MIDWAY
OUT: SEPT. 20
DEVELOPER: MIDWAY
URL: WWW.MIDWAY.COM



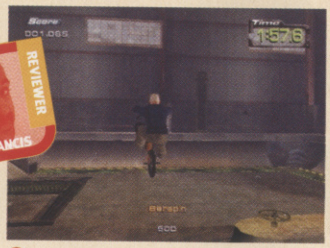
Look, it's the Foundry, er, sorry, we mean Acid Factory

The game features some moves you'll be very familiar with...

Multiplayer suffers from much the same control problems as singleplayer

How can riding a BMX be called 'extreme'? Guys who leap off cliffs with just a pair of skis would have something to say about that.

But that's the label BMX is stuck with. Unfortunately, this game's controls are 'extremely' unbalanced and the animation is 'extremely' poor. Although your character will come to a halt the millisecond you press down the Dpad, tricks are frustratingly difficult, and it lacks the smooth transition between tricks seen in other games in the genre.



Some tricks are annoyingly hard

Falls reveal some bad glitches

The levels are huge, but despite borrowing heavily from Tony Hawk (and we mean *heavily*), it still can't manage to get the player involved.

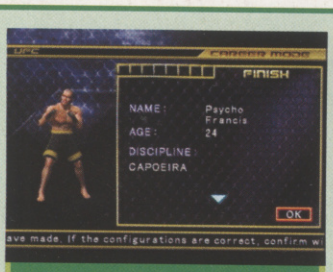
CVG VERDICT

Plays like a mountain goat kicks a football. Badly. Jimmy

4 OUT OF TEN

GOOD VS BAD

+ Big levels
+ Familiar controls
+ Play as Hotty Babe
– Bad controls
– Poor animation
– Blatant rip-off



Create your own fighter for that special 'new flesh' smell

Once you've made your fighter, unleash him on the fighting world

Parp! Knock your opponent out with the 'flying guff' move

Being at the bottom can have its advantages, too, y'know

UFC THROWDOWN

Not quite the ultimate fighting game

Sweaty young men in shorts beating each other to a pulp? Our mothers would have heart attacks. Either that, or they'd ask for a signed copy of the video.

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: UBI SOFT
OUT: NOW
DEVELOPER: CRAVE
URL: WWW.UFC.UBISOFT.CO.UK

Throwdown is the first UFC game to be released on the beat 'em up-deprived GameCube. And it's actually pretty good. The idea behind the game is to throw your opponent down to the floor and basically smack the hell out of him.

It's very violent – if you've seen the real UFC you'll know what to expect – but there are loads of moves and strategies to employ. The create-a-fighter career mode is satisfying too. And the fact that the Cube has so few fighters is good enough reason on its own to buy the game.

If you manage to connect at the right time, your opponent will stand very little chance

CVG VERDICT

An ass-kicking title to tide you over until Soul Calibur II. Jimmy

7 OUT OF TEN

GOOD VS BAD

+ Well animated
+ Loads of moves to master
+ Excellent career mode
– Nothing new for owners of other UFC games
– Too violent for mum

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THEY'LL BE THERE FOR YOU

Drown this lot in gifts and in return they'll help you out in fights. You may even be able to play as them at certain key points in the game. Just proves that it is better to give than to receive, eh kids?

1 *Magoichi: A cynic who's good with his gun but a bit reluctant to use it*

2 *Ekei: This bloaty lech only cares for wine and pies. Okay, noodles*

3 *Oyu: She looks delicate but she can fight like a tiger. Men, beware*

4 *Kotaro: This agile ninja will squeeze into hard-to-reach places*

ONIMUSHA 2: SAMURAI'S DESTINY

You **fight like a demon!** You are a demon? Oh, **fair enough**

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: CAPCOM
OUT: OCT. 4
DEVELOPER: CAPCOM
URL: WWW.CAPCOM-EUROPE.COM

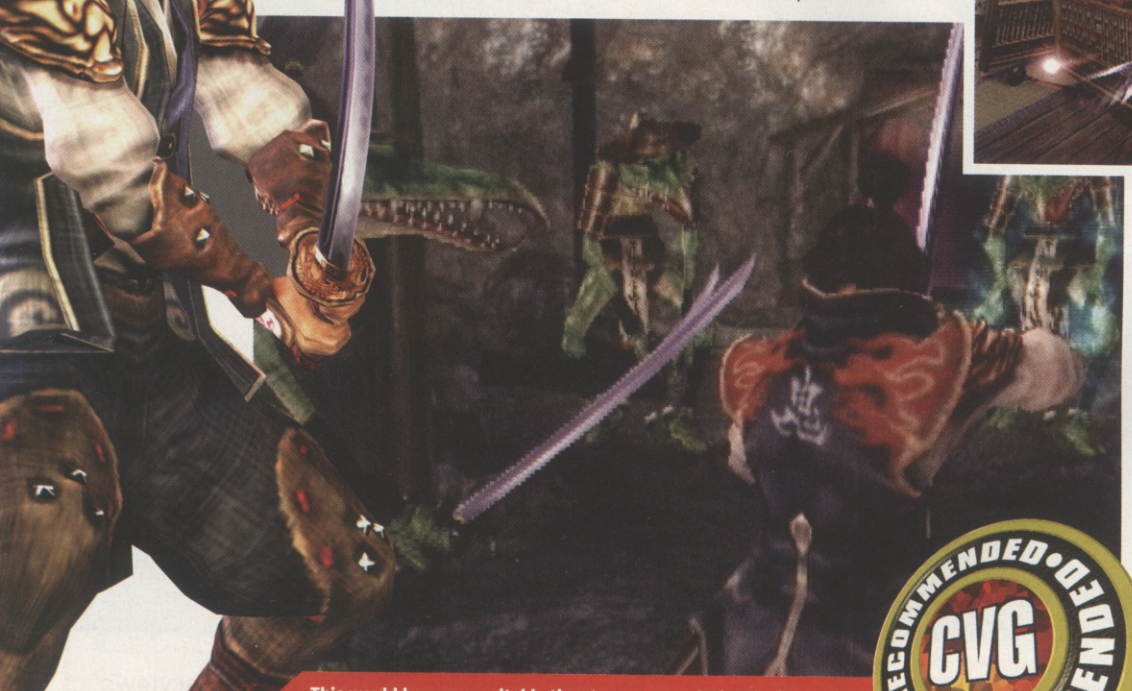
Some games are like big, loveable idiots (think Quake III). Some remind you of your dad (The Sims). But some – the best – are like wicked warrior monks. Onimusha 2 is one of those games; it's spiritual and kick-ass at the same time.

In Onimusha Warlords, samurai Samanosuke sent supernatural son-of-a-bitch Oda Nobunaga back to the hell he came from. For the sequel, young pretender Jubei Yagyu is called up to stop Nobunaga from returning.

Just like in the first game, your demon hand allows you to pluck energy from dead enemies and use it to power you up. But now you'll occasionally come across great big, slow-moving purple orbs. Pick up enough of them, and you'll transform into a super-powerful ogre warrior for a crushingly brief period. Nice.

PS2

A warning: don't go messing with metal-covered guys, Jubei



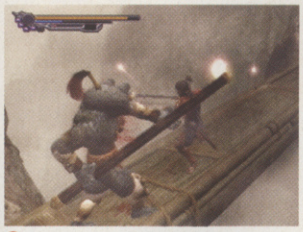
This would be a very suitable time to run away. And make it snappy

ALTERED STATES

Onimusha 2 remains steadfastly set in the traditional survival horror vein. Sadly, this means you still control Jubei as if he were a WWII Panzer tank. Fortunately, though, in

RECOMMENDED CVG RECOMMENDED

Fiend-infested forests are a major feature of Onimusha 2



Not really the best place in the world to start a major ruck

This fella won't come and help and he carries a gun. Coward. Oh well, you can look after yourself

Fighting with friends is a particular highlight of Onimusha 2 – if you've got any, that is

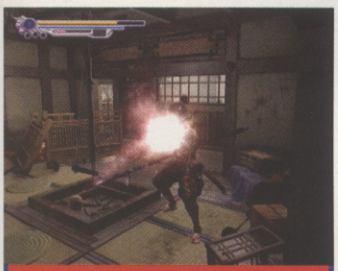
combat Jubei has a bit more initiative. Hammer the Square button and he'll attack the nearest enemy even if it's behind him. He won't pause to change targets once he's made a kill, either. It's a good advance from Onimusha Warlords' already flexible system, and it's a lot of fun to play.

THE FLAT FANTASTIC

Everything that isn't trying to kill you is part of a flat, pre-drawn backdrop. It's an old trick, but what you lose in dynamism you gain in graphical quality. See, when the PlayStation 2 doesn't have to generate three-dimensional houses and trees, its power is spent on making everything else look hyper-real.

It's helped by the fact that Capcom has, ahem, re-animated dead movie star Yusaku Matsuda to 'play' the part of Jubei. Sadly he died just as he was breaking into Hollywood. At least he has his swan song here... albeit in slightly odd digital form.

We don't get the 'making of' video extras from the Japanese release, unfortunately. However, the expansive gallery of production drawings has made it into the PAL release and is well worth a look.



Absorb the soul orbs for extra life, magic and weapon power

DEVIL MAY CRY (BETTER THAN) **ONIMUSHA 2** (WORSE THAN) **WAY OF THE SAMURAI**

Insert your hand, pull out the weapon. Yes, it really is as simple as that

The static camera angles can prove quite annoying in fights

THE SAMURAI HAVE IT

As an adventure, Onimusha 2 pretty much has it all, but it's the main character that holds everything together. Maybe this virtual actor thing will catch on and real actors will be put out of work. Julia Roberts, begging for change? Al Pacino selling caramelised peanuts on the street? It could be a dark future, folks.

REVIEWER JOFF BROWN

SCARY MONSTERS

Look, the point of Onimusha 2's monsters isn't really to scare you, unless you're about five years old. They're there to impress you with graphical hoo-hah. And it works. See?

Literally all mouth and no trousers – they're easy to slay

This Feltz-a-like is hellbent on doing you in

This guy will try to take you down. And fail

CVG VERDICT

Smooth, stylish, immersive action. Onimusha 2 may not scare you rigid, but this is survival horror with a whiff of soul. **Joff**

8 OUT OF TEN

GOOD VS BAD

+	−
+ Sumptuous locations	− Turning on the spot!?
+ Fluid fighting	− Flat backgrounds
+ Unique gift-giving sub-quests	− Too like Warlords

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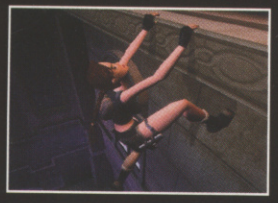
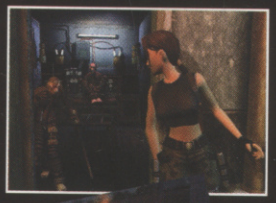

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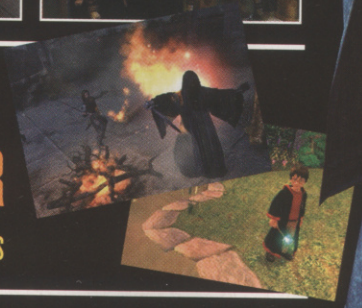
Battling it out for the wizard Christmas No. 1 slot on all consoles



PS2 POTENTIALS

PRO EVOLUTION SOCCER 2

GTA Vice City is the only game you need this year, right? Wrong! No PES2, no life

GTA VICE CITY

Read all about that other essential game of 2002, and the only opinion that counts

THE GETAWAY

We go undercover with this super-realistic gangster thriller, Sony's biggest hope of the moment for PS2

GAMECUBE'S GLORY

METROID PRIME

We're all mad about this cool Nintendo FPS, so we're preparing something special for it

ETERNAL DARKNESS

It's being dubbed the first psychological game. Find out what the hell that means!

STARFOX ADVENTURES

Looks like our idea of the perfect Christmas game. We're praying for that miracle

XBOX RATED

BLINX

Xbox's own goggled moggy goes for Mario's throat, which should be entertaining!

DOA XTREME BEACH VOLLEYBALL

This is how we'd spend our dream holiday and it's probably a great game too

HALO 2

Update on this amazing game... that you won't be playing until Christmas 2003

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PLUS! KINGDOM HEARTS, RATCHET AND CLANK, TONY HAWK'S PRO SKATER 4, YU-GI-OH!, PANZER DRAGOON ORTA, AUTO MODELLISTA, ROLLERCOASTER TYCOON II, UNREAL TOURNAMENT 2003... AND LOADS MORE!

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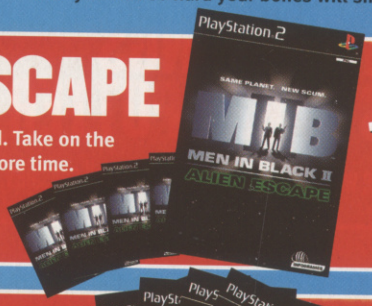
No other games mag gives you the chance to win riches beyond your wildest dreams. And this month's Trailblazer will see five jammy sods waltzing off with the Holy Grail of gaming goodies! Yes, a GameCube and copy of Super Mario Sunshine could be yours if you can answer all the following questions correctly. Even if you miss out on the grand booty, there are still another 25 killer prizes up for grabs. Enter now, and you could be on the receiving end of a shower of digital delights. Failing to partake in this month's compo will leave you crippled with two broken legs. Because when you find out that one of your mates has landed a copy of Mario and a GameCube, you'll kick yourself so hard your bones will snap. Ouch!

6th MEN IN BLACK II: ALIEN ESCAPE

They might look like funeral directors, but the Men In Black aren't quite that placid. Take on the scum of the universe in this plasma-charged blast-o-rama, and save the world one more time.

Who stars as Jay in the Men In Black II movie?

■ A. Will Smith ■ B. Will Shakespeare ■ C. Will Young ■ D. Will E Wonka



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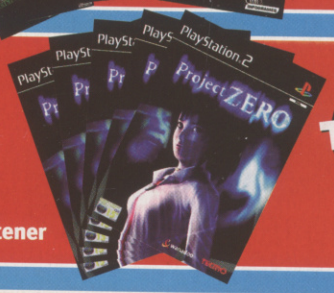
5th PROJECT ZERO

We all know that ghosts are camera-shy. Now we also know why: having their photo taken stings like billyo! So win this chilling thriller and get nasty, supernatural-style.

Which of these is another word for ghost?

■ A. Spectre ■ B. Scare-me-do ■ C. Pant-filling sheet-wearer ■ D. Floaty frightener



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4th CASTLEVANIA: HARMONY OF DISSONANCE

Another epic monster-riddled adventure is born. Drac's back, and his castle is buzzing with evil. And surprise! It's up to you to crack the whip and banish the dark lord yet again.

What is the name of the main hero in this latest Castlevania adventure on GBA?

■ A. Buddy Blood ■ B. Dr Acula ■ C. Mr V. Impaler ■ D. Juste Belmont

5 TO WIN

COURTESY OF KONAMI

3rd BLADE II

Whack enemies in the gut with your shotgun, then blow their heads off. In fact you can pull off almost all of Blade's trademark moves from the movie in this mad PS2 bloodbath.

What kind of special vampire is Blade?

■ A. Day Tripper ■ B. Day Dreamer ■ C. Day Walker ■ D. Day Glow

5 TO WIN

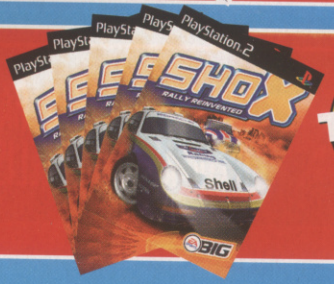
COURTESY OF ACTIVISION

2nd SHOX

EA Big's latest offering bombards your senses with unadulterated speed and fries your eyes with lusciously rich visuals. Win it now, and unleash the rallying beast inside you.

Now for a tough one! Which of these words does not rhyme with Shox?

■ A. Blox ■ B. Cox ■ C. Rox ■ D. Glockenspiel



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1st

SUPER MARIO SUNSHINE AND GAMECUBE

Games that score 10/10 are as scarce as four-leafed clovers. But Super Mario Sunshine is that rare species and in over 20 years of gaming, only a handful of games have been able to compare to its genius. For real!

Well, courtesy of Nintendo, you've got an opportunity to bag a copy of this platforming masterpiece and a spanking new GameCube to boot. You can't say fairer than that.

In Mario 64, Nintendo's handlebar-moustached hero collected stars. What does he collect in Mario Sunshine?

■ A. Stamps ■ B. Shines ■ C. Sea shells ■ D. Saucy mags

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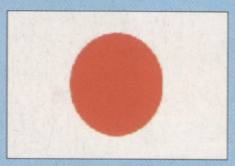

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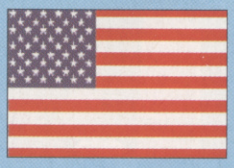

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The bright explosion lights up the caves

Jango flits about Coruscant causing havoc

Careful not to run into your own flames!

FORMAT: **GAMECUBE, PS2** OUT: **NOV** DEVELOPER: **LUCASARTS** PUBLISHER: **ACTIVISION**

STAR WARS: BOUNTY HUNTER

You've taken out the Death Star in Rogue Squadron II, and you've raced for glory in Episode I Racer. You've piloted craft to help win the Battle of Naboo and even wielded Obi-Wan's lightsaber. You've been a key player throughout the Star Wars saga and an intergalactic hero fighting for the good guys.

So what do you, the Star Wars-games nut, do now? Simple: you turn renegade and start fighting for no one but yourself, exacting your own special brand of grizzly justice upon anyone who gets in your way – be they good guys or bad.

Jango is defeated by a Krayt Dragon

BOUNTY WITHOUT COCONUT

Not surprisingly, given the game's title, this third-person adventure places you in the shiny suit of legendary bounty hunter Jango Fett. Working neither for the Empire nor the Rebels, Jango's main motivation is cold hard cash. You have to help him rake in the credits by seeking out, capturing and sometimes slaughtering all those that have a bounty on their heads. It's a dirty job, but you're going to love it.

The action takes place just after the Battle of Naboo, 10 years before the events in Episode II: Attack Of The

Jango's run-in with two Borhek's is a training mission

The raised platforms of Malastare are tricky to navigate

Avoid being eaten by the Sarlcac by using Jango's jetpack

Clones, and fills in many of the blanks in the whole Fett legacy. Intrigued to know how Jango Fett came to acquire the Slave I and why he was chosen to be the prime clone? It's all here and better yet, your actions in the game help make it all happen.

OCCULT CULT

In these troubled times immediately following the Battle of Naboo, a dangerous cult called the Bando Gora is waging a campaign of terror. So bloody are the attacks that even Darth Sidious recognises the Bando Gora as a threat to his own evil plans. A bounty is placed on the leader of the Bando Gora, Komari Vosa. A former Jedi, Komari has become increasingly more insane as she has risen through the ranks of the Bando Gora. As femme fatales go, she's up there with hatchet-faced bunny boiling Glen Close in Fatal Attraction. Scary lady.

Always up for a challenge, Jango sets out to track down Komari, bring her in and claim the five million credit prize. Unfortunately, so does Jango's arch-nemesis and old rival Montross.

In terms of story-telling, Bounty Hunter is one of the richest and most detailed Star Wars games we've ever played. Happily, it looks as if the actual gameplay will be just as strong.

The game is all about fast action and extreme shootouts, requiring lightning reflexes and a keen eye to take out your foe as well as spotting your bounty. Jango uses twin blasters as his basic weapons. Enter an area filled with civilians and droids and he won't target them, but as soon as a hostile character shows up, he'll point his guns at them, letting you know it's time to unleash the plasma. A targeting reticule appears over your quarry, helping you track them as they try to avoid your fire. Jango can even auto-aim at two targets at once, his arms crossing over as he tracks them across the screen.

HARM THE INNOCENT!

Of course, being a bounty hunter with nobody's rules to follow but your own, you can take out innocent civilians, too, without penalty. It's worth remembering, though, that as well as the prime bounty you're tracking in each area of the game, there are over 100 secondary bounties too.

You can identify just who is worth cash when captured by using a clever first-person scanner. By using the scanner and tagging the bounty, you get an on-screen arrow pointing to their location. Pretty useful when your hunt is interrupted by a pitched blaster battle. Bagging all the secondary bounties opens up secrets, but the action is so lightning-fast, we reckon most players will have a tough enough time just tracking the prime bounty.

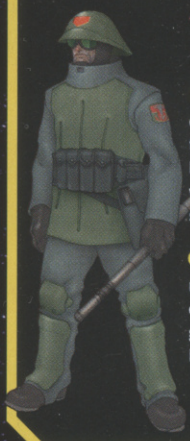
JANGO'S THREATS

A selection of the scum that stands in the way of Jango and Komari Vosa. You'll need to adopt a range of tactics to outsmart this grisly competition; some will require strength and dexterity to overcome while others are easy prey.

The police attack Jango wherever they find him. But they're easily disposed of!

This is Longo Twoguns, a rival Bounty Hunter. Engage him in a gunfight on the planet Tatooine

This is a Borhek, the first character you meet in a kind of tutorial mode



Guards are even less bother than the police, like the guy who works the local supermarket

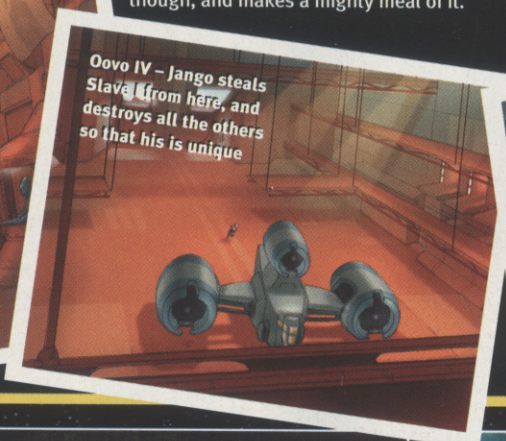
You'll get big money if you can land this guy called Draag

You'll need to rely on the targeting system here to nail the tiny bad guys

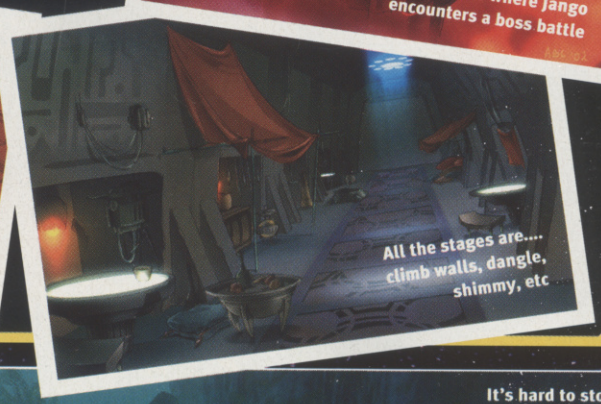
LONELY GALAXY

There are six main locations in the game, all of which are split into three areas. Each area has its own mission and Jango will pick up allies along the way in some of them. Usually he has a free reign to blow everywhere to hell, though, and makes a mighty meal of it.

Outland Station – the very first stage in the game where it all begins

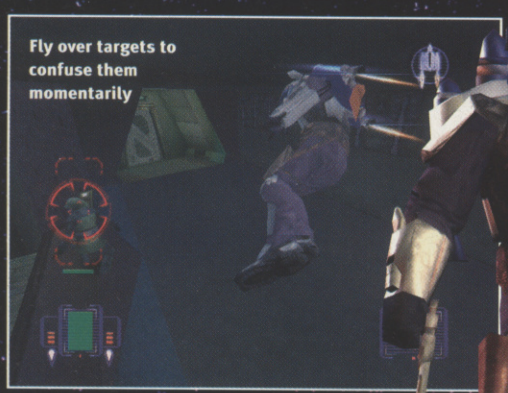

Oovo IV – Jango steals Slave I from here, and destroys all the others so that his is unique

The Carbon Freezing chamber where Jango encounters a boss battle


All the stages are.... climb walls, dangle, shimmy, etc

Tusken Raiders wish they'd taken on something a little smaller and furrier

It's hard to stop the enemy when they're lurking in shadows


Fly over targets to confuse them momentarily

There's plenty to shoot at, then, but Jango's got some pretty nifty moves to help even out the odds. He can run, leap, roll sideways to avoid flak – both in the air and on the ground. He can hang onto railings and blast goons from above and he can crouch and walk around stealthily to avoid getting spotted. Nothing too out of the ordinary there. But that's only half the fun.

TOOLED UP

Being Boba's dad, Jango is one of the coolest characters in the whole of Star Wars – and coolest character needs the coolest moves.

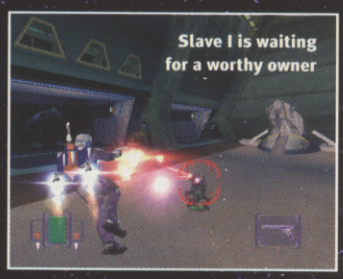
Jango can use his jetpack to fly around the levels for a limited time, and a blow-torch to cut holes in doors, turn enemies to cinders with a flame-thrower and even use guided missiles to take out the heavier artillery encountered later in the game.

FRIEND OR FOE?

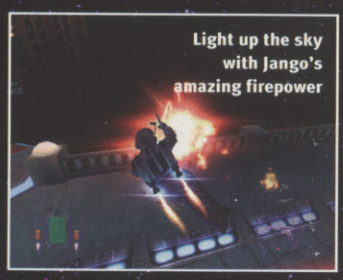
As kitted out as Jango is, sometimes even an intergalactic bounty hunter needs a helping hand. There are loads of different non-player characters to meet and interact with, but none so important as Rozatta. She's the sassy, slightly nagging Toydarian and she accompanies Jango throughout his quest. She helps with mission updates and gives advice in battle.

Jango will also meet Episode II's foxy bounty hunter Zam Wesell after going after the same bounty. They even decide to team up for a time.

Then there's Montross, who's going after Komari Vosa. You'll meet him on three separate occasions as a recurring boss. While Jango is hardly what you'd call a good guy, Montross is most definitely a bad guy. He's in the bounty hunting business for the sport and the blood. Jango, though clearly not very moral, is in it just for the cash. Then there's Longo Two-Guns, a Wild West-style gunslinger, who you duel with on Tatooine, as well as an entire cast of supporting characters, all helping to create a rich and varied story.


Slave I is waiting for a worthy owner

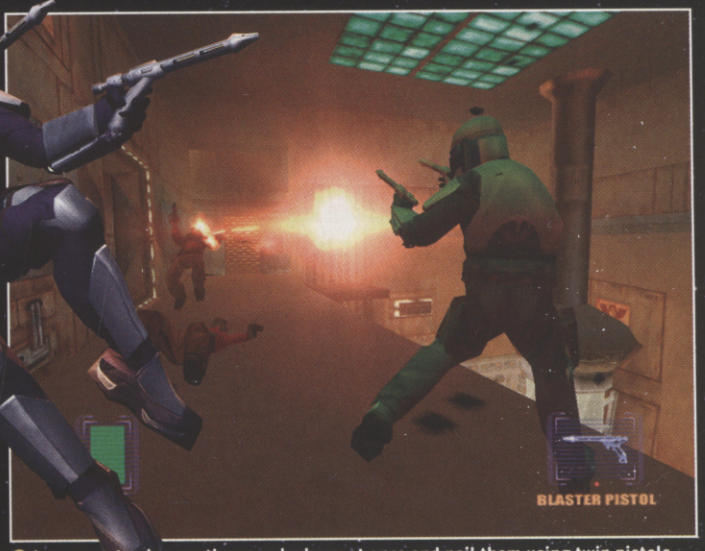
Jabba the Hutt's guards are history


Light up the sky with Jango's amazing firepower

TOURIST GUIDE

The game spans six locations, with three main missions in each one. You start the game at Outland Station, a kind of galactic truck stop where travellers rest, recharge, and take

When in doubt, fire a rocket from Jango's back and guide them to their target



Jango can track more than one bad guy at once and nail them using twin pistols

Once you get the hang of flying and shooting you'll feel like the original badass!

part in the Star Wars equivalent of cockfights but featuring giant beasts. The action then switches to Coruscant, where you fight in the slums at the bottom of the city before rising to the wealthier heights seen in the movies.

Next stop is Oovo IV. This prison asteroid was first seen in Episode I Racer and you get to explore it properly this time around.

Jango then tracks more bounty to Malastare, home-world of the dugs with a steamy tropical jungle feel. After tough challenges in the jungle, you explore Tatooine and then finally the burial moon Kohlma, home of the Bando Gora.

All of the environments have a gritty, worn-in look and feel that's closer to the original trilogy of movies than the super-clean metallic polish of Episodes I and II. Different types of challenge await in each one too. Coruscant features lots of vertical climbing and

Find out how much everyone is worth

an awesome section where you slide down a building, blasting bad guys as you descend. Malastare has a lot of jumping puzzles and sections best navigated by nifty jetpack skills. Kohlma's haphazard landscape makes for some head-scratching negotiation of platforms and ledges.

The one criticism we have at this stage is the fact that you can't fly any craft in the game, but at least you can explore their interiors. You start the game on Jango's ship Jaster's Legacy, named after Jango's old Mandalorian mentor. Jaster was Montross' old mentor too, which is where their rivalry began. Montross flies the ship with the coolest name in the world, Hell's Anvil. Then of course you get to discover just how Jango gets his mitts on the Slave I.

With varied missions, lots of gunfire and the incentive to play the game in different ways if you want to bag all of the secondary bounties, it seems that the curse of the dud Star Wars adventure is lifted.

What's more, Bounty Hunter isn't just shaping up to be a great action game, it's also packed full of important events and plot twists so that it should prove a significant and essential episode in the mighty Star Wars saga in itself.

Attack with confidence and reap the rewards!

CVG RECKONS

Fast-paced action, gunfights galore and loads of plot make this a definite winner, plus you actually get to be Jango Fett. Nuff said. Lee

HUNTER'S BACKSIDE!

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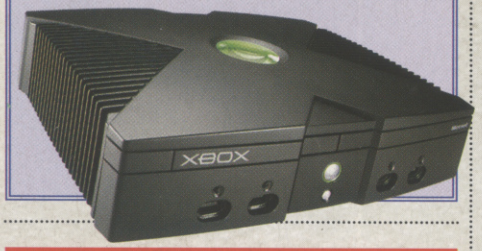

Superman And Spider-Man 'Best Friends' Again

Superheroes make up after fight

Spider-Man and Superman have made up after an epic fight in New York City.

The heroes fell out after Superman taunted Spider-Man over his "saggy" suit and "crap" socks. They issued a joint apology after NYC was reduced to rubble.

*** STOP PRESS * STOP PRESS ***

You're Sacked!

Mario 'artist' lied to get job

Nintendo artist Paul Shaw has been sacked after allegedly lying on his job application.

On his application form for lead artist, the 26-year-old from Brampton Ash told Nintendo bosses he had previously worked with Marvel Comics before joining Developers Naughty Dog to "help create Crash Bandicoot".

On the strength of his impressive credits, Nintendo hired the Cambridge graduate to head a team of artists working on images of Mario.

Bosses queried Shaw's credentials when his images of the plumber – created in felt-tip pen – failed to meet requirements. Subsequent investigations into his background failed to verify his claims that he had "invented the Incredible Hulk" for Marvel and Naughty Dog also denied all knowledge of him.

It is further believed that Shaw did not attend Cambridge and prior to his two-day spell with Nintendo, he worked at KFC in Hull.

Mario, as designed by a professional artists

Shaw's rather dubious interpretation

Are You Games Mad?

Just how crazy about games are you? Do our fun quiz to find out

1. Have a look at your hands. What do they look like?

a) "Just normal hands, really. Nothing special."

b) "Okay, I admit I've developed a little blister on my thumb from playing games too much."

c) "My hands have been surgically modified in order to better incorporate the joypad. My little fingers were surplus to requirements so I sold them as novelty sausages.

2. When a new console comes out, do you...

a) Wait to see how the games pan out before thinking about getting one.

b) Start saving up straight away!

c) Queue up to buy it from HMV before going home to play it, then send an angry letter to CVG saying it's not as good as the Megadrive.

3. How often do you wash?

a) "Once a day, you cheeky pup!"

b) "Hmm, busted! Okay, so I don't wash EVERY day if I'm really into a game..."

c) "I pay the destitute old lady next door to lick the dirt off my specs every six months. That's quite enough washing for me."

4. What do you wear when you're playing games?

a) "Does it matter?"

b) "Dunno really. T-shirt, shorts? That kind of stuff."

c) "Nothing apart from a bib to catch the drool and bits of food when the dwarf who feeds me my hourly burgers misses my mouth."

5. What do you do when you're not playing games?

a) "Study, go out with friends, that kind of thing."

b) "Read games magazines like CVG, study, go out with friends."

c) "File down the bones in my feet to make them more effective at handling a joypad so I can play four-player games with and against myself."

All As

What a healthy and well-balanced young person you are. Videogames are just a small part of a varied and full daily calendar for you.

All Bs

Don't worry. Even though you probably play games more then you really should, at least you seem to be aware of the fact.

All Cs

You don't exist. You are a horrific fictional creation sitting hunched in a darkened room using people less fortunate than yourself as your slaves. What are you even doing taking part in a 'fun' quiz?

Resident Evil Fun Day Cancelled

Hardline British customs authorities say no to 'Evil'

Capcom has cancelled a Res Evil Day at Wicksteed Park, Kettering, after problems with customs.

The day was to include a Res Evil bouncy castle, tombola and personal appearances from Jill Valentine and Chris Redfield. However, many of the attractions have not been allowed into the UK.

First to fall foul of customs laws were the zombie dogs, which would have had to undergo a six-week quarantine period, leaving them unable to operate the coconut shy. It was then discovered that not all of the zombies had a valid death certificate, leading to the cancellation of Zombie Jousting, and subsequently the entire event.

Zombie: "I am mortified by the cancellation"

Wicksteed Park's "rollercoaster of a ride"

OTE NOW...VOTE NOW...VOTE NOW...VOTE NOW...VOTE NOW...VOTE NOW...VOTE NOW...VOTE NOW...VOTE N

GOLDEN JOYSTICK Awards 2002

computer and video GAMES
PlayNation
PCZONE

www.computerandvideogames.com

VOTE FOR THE HOTTEST GAMES OF THE LAST 12 MONTHS

THE VOTING

The industry's biggest awards bash, The Golden Joystick Awards, is where YOU, the playing public, get to vote YOUR favourite recent releases into gaming's Hall Of Fame.

So what are your favourite moments? Have you made it off Omaha Beach in Medal Of Honor without dying, or completed GTA III without getting arrested or hospitalised once?

Do you think these or other recent releases rank among the finest gaming experiences ever, and that the fantastically talented developers behind them deserve some sort of medal for services to gaming? Well **here's your chance to register your appreciation** and vote for the hottest games of the last 12 months.

There are 14 award categories for you to vote in (see right), and to qualify the titles must have been released between 15.09.01 and 15.09.02. Voting is easy – simply visit **www.goldenjoystick.co.uk** and submit your votes.

Everyone who votes will be entered into a prize draw where you have the chance to **win FANTASTIC gaming prizes.** You could also be one of **FIVE lucky people picked to attend the awards** with a friend on October 28 2002 at the Dorchester Hotel, London, where you can see the chosen gods of the games business pick up their awards.

You can enter all or just some of the categories on the right. Make sure you have your say – vote online now at **www.goldenjoystick.co.uk.** Voting opens on July 8 2002.

THE CATEGORIES

- → Game of the year
- → PS2 game of the year
- → Xbox game of the year
- → GameCube game of the year
- → PC game of the year
- → Handheld game of the year
- → Online game of the year
- → British developer of the year
- → Publisher of the year
- → Hardware of the year
- → Game innovation of the year *(PC)*
- → Game innovation of the year *(console)*
- → Most wanted game of Christmas 2002
- → Retailer of the year

Awards are subject to change

vote online at: www.goldenjoystick.co.uk

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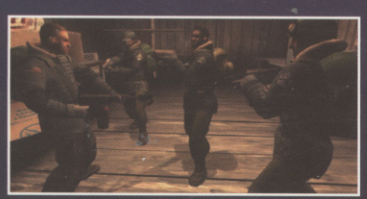
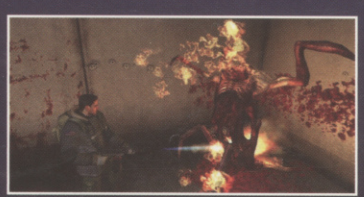


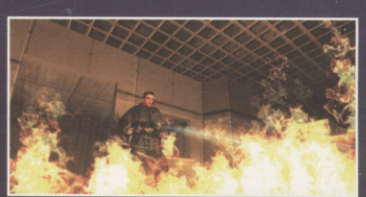
"There's nothing quite like being repulsed, feeling paranoid and shaken by fear" PSi-2 Magazine

"Top-class survival horror meets one of the best sci-fi movies of all time. Excellent"
9/10 Official Playstation 2 magazine



"Great script, a twist of 'sci fi' horror, lurid graphics, a high bullet count, and some gut spinning biological realities, Be excited. Be very excited" XGamer Magazine

"Terror? Tension? Paranoia? The Thing delivers it all" PC Format



"The atmposphere is spot on, perfectly capturing the icy austerity of the John Carpenter film" PCG Magazine

"Terror never felt so good"
PC GAMER "Game of Distinction"

PC CD-ROM PlayStation.2 XBOX KONAMI® COMPUTER ARTWORKS BLACK LABEL GAMES

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